

# KYLE WALKER

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## SUMMARY

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Principal UX Design Lead with a track record of delivering engaging, intuitive experiences for highly complex systems. Leads end-to-end UX for an enterprise AI platform, driving cross-functional collaboration across engineering, product, and UX research. Skilled at translating ambiguous requirements into clear design strategies, building and mentoring high-performing design teams, and applying AI prototyping and design workflows to accelerate outcomes.

## EXPERIENCE

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### Principal UX Design Lead | Red Hat, Boston Area (Remote)

*July 2019 – Present*

- Led UX design of Red Hat's premier AI product, Red Hat OpenShift AI, since its inception, growing the team from one designer to a team of 12 designers, two dedicated researchers, and a content designer.
- Designing a complex multi-persona dashboard for data scientists, ML engineers, and platform admins to monitor and control AI infrastructure, with a focus on surfacing the most relevant information per user role without adding unnecessary complexity.
- Designed the first GA release product experience; grew the product to be a multi-million dollar revenue generator with 300+ customers.
- Concurrently leads design for multiple high-priority product features within an Agile team, producing pixel-perfect screens, AI generated prototypes, detailed workflows, and design documentation tied to user requirements.
- Led initiative to improve the product's information architecture (IA) to allow for future product growth and additional features.
- Ran multiple workshops with engineering and product team leads to gather requirements for planning and generate user flows.
- Works hand-in-hand with engineering, product, and UX research to develop design solutions to product and engineering challenges.
- Leverages AI prototyping and AI-assisted design workflows to accelerate iteration and maintain design system consistency across products.
- Mentors multiple designers to help them learn and grow in their professional skills.
- Identified as a top performer and invited to IBM Tech 2024.

### Principal Industrial Design Lead | Oracle, Burlington, MA

*April 2010 – October 2018*

- Led the industrial design of general purpose, telco, and engineered systems within the industrial design and human factors group, developing deep working knowledge of human factors principles and close collaboration with human factors engineers throughout the product lifecycle.
- Ensured all systems had a consistent visual interface, brand message, and service design.
- Partnered with human factors and product management to translate user needs into actionable design requirements.
- Used user journey maps, task flows, storyboards, UI mockups, and prototypes to communicate interaction and visual design concepts to Director and VP level stakeholders.
- Coached engineers on UX and interaction design needs to ensure successful implementation.
- Communicated design needs across all levels from individual contributor to VP, and to all groups responsible for Oracle hardware systems: corporate branding, mechanical, electrical and software engineering, and serviceability.
- Using compromise and persuasion, implemented the most usable designs while staying on budget and on schedule.
- Rapidly created physical and digital design solutions to allow Directors, Architects, and engineers to work through details.

**Industrial Design Program Manager** | Sun Microsystems, Burlington, MA    *Oct 2007 – April 2010*

- Traversed cross-functional initiatives with mechanical, electrical, and human factors engineers to develop server hardware.
- Managed the look of systems, service, and identification labels to ensure cohesiveness.
- Collaborated with manufacturing engineers to bring final designs to production.

**Consultant Vendor** | Sun Microsystems, Burlington, MA    *July 2002 – Oct 2007*

- Multi-faceted manager of industrial design for new and sustained programs.
- Designed service and identification labels as well as technical illustrations for product manuals and service labels.

**Freelance Designer** | Un-Gyve Limited, Boston, MA    *Sept 2001 – June 2002*

- Constructed and designed website as well as two lines of bathroom furniture including cabinets, basins, mirrors, and accessories.

## EDUCATION

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**Bachelor of Science, Industrial Design** | Wentworth Institute of Technology, Boston, MA  
*Graduated Magna Cum Laude*

## SKILLS

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**Design Tools:** Figma, Adobe CC, Cursor

**Core Skills:** UI/UX Design, Interaction Design, Visual Design, GUI Design, Design Strategy, Responsive UI, UI Mockups, Prototyping, AI Prototyping, Design Workflows

**Domain Knowledge:** Human Factors, UX Research, Design Systems, Information Architecture, Agile Product Development

**Soft Skills:** Natural leader, calm and diplomatic demeanor, strong communication, presentation, and interpersonal skills

## CERTIFICATIONS & CONTINUING EDUCATION

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- CPUX-F Certification – May 2019
- Edward Tufte: Presenting Data and Information
- Crucial Conversations