

Klare Frank

klare.io
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10+ years launching complex, large-scale products with a focus on designing developer tools.

Experience

Product Design Lead

CodePen / May 2018 – Present

Led design for the world's largest front-end community (7mil+ users) and executed a vision for a cohesive product direction, visual design, and user experience by leveraging systems thinking to identify impact across the entire product.

Conducted qualitative user research to define product goals, including remote interviews, user surveys, and participatory methods; gathered user insights from quantitative data via site metrics and A/B testing.

Led remote and in-person ideation workshops for the entire team (including co-founders, customer experience, and engineering).

Doubled product feature releases by introducing new product management workflows, including prioritization-based product roadmaps for scoping; instituted weekly product planning meetings.

Senior Front-end Designer

Vox Media / Sep 2016 – Apr 2018

Designed and built static sites in HTML, CSS (SASS/SCSS), and JavaScript with static site generators such as Middleman and Jekyll.

Frequently met with stakeholders from other teams, including VPs and the CEO, to thoughtfully present designs and advocate for users.

Led interviewing for design positions and mentored junior designers.

Education

MS, Human Centered Design and Engineering

University of Washington

Focus on user research and behavioral design

BA, Global Studies

Loyola University Maryland

Multi-disciplinary liberal arts degree with non-western global perspectives

Skills

Design: Figma, Sketch, Adobe Creative Suite, InVision, Illustrator

Research: A/B Testing, User Interviews, Journey Maps, Usability Studies

Code: Git, GitHub, GitLab, VIM, HTML, CSS (SASS/SCSS), JavaScript, React, GraphQL, Ruby, Arduino, Alexa Skills

Strategy: Project scoping, Product roadmaps, Project prioritization, Design systems

Experience (cont)

Product Designer

Treehouse / Oct 2014 – Sep 2016

Built the Treehouse Techdegree program from a small career program into a major product by advocating for project-based learning. Researched and tested prototypes with real users. Designed and helped develop exams, projects, peer reviews, and the Techdegree marketing page for launch.

Senior Designer

ISL (iStrategyLabs) / Apr 2013 – Oct 2014

Presented and executed designs (including UX, visual design, and front-end development) for multi-million dollar websites, apps, and social campaigns, including Kroger, DoubleTree, Sungard, the Gates Foundation, and more.

Led and managed teams of junior designers; interviewed design candidates and mentored junior designers.

UX and Visual Designer

Consumer Financial Protection Bureau /
Apr 2012 – Mar 2013 (Contract)

Designed and prototyped a college cost and debt burden comparison tool for 21 million prospective college students. (Winner of a Best of the Web & Digital Government Achievement Award for 2013 and Runner-up for the 2013 Core77 Design Award in Research and Strategy).

UX/UI Designer

Keymind / Oct 2010 – Apr 2012

Designed and developed user interfaces for large-scale applications for the EPA, TRICARE (winner of Sitecore's Best Govt./ Public Sector Site in 2014), CAP (Computer-electronics accommodations program), Inertech (winner of the W3 Awards' Silver Medal in 2012), other organizations and non-profits.

Teaching And Mentoring Experience

UX Mentor

School of Visual Concepts
2020

Mentored students graduating from the UX certificate program.

Graduate Student Workshop Instructor

University of Washington
2018 – 2020

Constructed and lead multiple 40+ person workshops on crafting UX/Product design portfolios for Master's students.

Part-time Instructor

General Assembly
2014

Taught students advanced CSS, HTML & JavaScript in a 10-week Front-end web development course.