

# Kevin P Philbin

## *Multi-disciplinary Design Researcher*

Community-focused generalist who loves mountain biking and dad jokes

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## EXPERIENCE

### **BlinkUX, Seattle, WA — UX Researcher 2**

Oct 2021 - PRESENT

- Designed, advised and led in-lab mixed- methods behavioral research for wearable devices in AR/VR space with focus on audio, usability, user interviews and concept testing
- Conducted foundational and evaluative research on consumer products like smart glasses and head mounted displays, (HMDs)
- Collaborated with a multi-disciplinary team of researchers, designers, and engineers
- Independently synthesized, analyzed, prepared and presented data-driven research findings tailored to brand guidelines to various stakeholder audiences

### **Caelus-USA, Kirkland, WA — Visual Designer**

July 2020 - Dec 2020

Independently prepared and presented data-driven research findings tailored to brand guidelines to various stakeholder audiences

### **University of Washington, Seattle, WA — Adjunct Lecturer: *Storytelling in Design***

Oct 2017 - PRESENT

- Developed course using AR/VR and audio/video to envision, prototype and create opportunities for future experiences
- Translated novel academic concepts and insights to influence future experiences to be actionable, desirable and emotionally salient
- 95% positive feedback rating as lecturer

### **Kevmo Productions, Seattle, WA — Founder, Content Producer, Editor and Cinematographer**

Jan 2010 - Dec 2020

- Founded and ran a production studio producing branded content for The Nature Conservancy, Olgilvy, Janssen, FCB Health and Raleigh America
- Produced and advised on content that drove 20% growth in sales, membership and fundraising by achieving 1M views
- Thrived in cross-functional legal, client, agency and production teams

## RESEARCH SKILLS

User interviews  
Concept testing  
Contextual inquiry  
Cognitive walkthroughs  
Literature reviews  
Quantitative surveys  
Stakeholder presenting  
Technical troubleshooting  
User journey maps  
Participatory workshops  
Competitive analysis  
Ethnography

## DESIGN SKILLS

Visual design  
Wireframing  
Storyboarding  
Concept testing  
Communications  
Design systems  
Digital fabrication  
Video and photo production  
Sound design  
Audio engineering  
Speculative design  
Moodboards  
Co-design sessions  
Critique

## **KP Yacht Detail, Seattle, WA — *Founder/ Entrepreneur***

May 2000 - Dec 2009

- Employed, trained and managed 40 employees in multi-week projects in the specialized maintenance and care of multi-million-dollar yachts
- Consistent high performance grew business 30% per year

## **EDUCATION**

### **University of Washington, Seattle, WA — *MS, Human Centered Design and Engineering***

Oct 2018 - June 2021

- Academic research, literature review, digital fabrication and speculative design in the AV/VR space around trust and serendipity
- Led multiple presentations and workshops to the scientific community

### **University of Washington, Seattle, WA — *BA, Comparative History of Ideas***

Oct 2000- June 2003

Academic research in sensation, phenomenology, and embodiment, focused on how communities make meaning connected by audio, music and movement.

### **Shoreline Community College, Shoreline, WA — *AA, Visual Communication Technology***

June 2000

Digital Audio Workstation training and exploration in Pro Tools, non-linear video editing, audio engineering, sound design and graphic design to develop spatial sound storytelling experiences.

## **PROJECTS**

### **Disney XR — *Product Designer***

- Led discovery, research and prototyping to create an early child development extended reality (XR) audio based product
- Presented design at ConveyUX 2020 Conference

### **London Canals — *Interaction Designer***

- Designed, led and conducted field research on London's canal system and synthesized findings to create immersive physical and digital experience design prototypes
- Researched audio-based place and sense making

### **Metamorphosis — *Qualitative Researcher***

- Designed and led research understanding participants' experience of personal transformation using experimental qualitative research methods like drawing the experience and dyadic interviews

## **TOOLS**

Miro/Mural  
Figma/Keynote  
Zoom/ MS Teams  
MS Office/Excel  
Qualtrics/Google forms  
Premiere/After Effects  
Pro Tools/Logic/Live

## **VOLUNTEERING**

### **UX Conferences**

iXDA19, UXPA19  
Design Trouble 2019

### **Yoga Behind Bars**

Created an outreach campaign that contributed to national recognition, 2016

### **Seattle 48 Hour Film Project**

Director of Photography for two short film projects, 2017

### **Evergreen MTB Alliance**

Service Designer and Trail Builder at Duthie Hill Mountain Bike Park, 2008-2012