

KAYLENE KAU

CV

kaylenekau@gmail.com • +886 984064186

kaylenekau.com • PW: Kaylene2021

EDUCATION

2017 MA Design Products, Royal College of Art
London, UK

2010 BFA Industrial Design, University of Washington
Seattle, Washington, USA

SKILLS

SOFTWARE

- Adobe XD • Sketch • Principle • Miro • Adobe CS
- Figma • Rhino • Solidworks
- Keyshot • Microsoft Suite

RESEARCH

- Expert Interviews & User Research • Qualitative Research
- Iterative Design Research • Remote Research Methods
- Cultural Research & Ethnography • Workshops • IDIs
- Semiotic Analysis • Opportunity & Category Mapping

LANGUAGES

- English — Native
- Mandarin — Bilingual proficiency

SELECTED EXHIBITIONS & EVENTS

The Politics of Design: Act 1
August 22 - December 2, 2018
z33 Contemporary Art Museum, Belgium

SHOW 2017
Royal College of Art, London, UK

London Design Festival—Uncertainty Playground
September 2017

PUBLICATIONS

Gaming for Active Nature Engagement- Animal Diplomacy Bureau: designing games to engage and create player agency in urban nature.

The Design Journal, Volume 22 - Issue Sup1

“Play as Diplomacy: an Essay”

Playtime, Peabody Essex Museum, 2018

WORK EXPERIENCE

I can legally work in the USA and Taiwan.

Senior UX Designer & Strategist

Recipe Design (previously Precipice Design),
2021-Present (7 months)
London, UK

Associate UX Designer & Strategist

Recipe Design (previously Precipice Design),
2017-2020 (3 years)
London, UK

At Recipe I have been the Lead UX designer and Project Manager for multiple healthcare Apps and integrated systems (e.g. Circassia) and consumer electronics brands (e.g. Braun). In addition to designing the user experience of Apps, I create design guidelines for clients to apply within their organisations. As part of this work, I also work on creating Instructions for Use for users.

I have designed and conducted research studies on UX, physical products, and brand messaging to better understand the context of use and challenges that users face in real life. I have led more than 150 research sessions across the UK, Germany, USA, and China.

I lead and support projects focused on strategy and positioning. This includes analysis and mapping of products and trends, identifying opportunity areas and creating actionable guidelines to inspire designers.

Industrial Designer - Packaging and product focus
IPEVO, 2011-2015
Taipei, Taiwan

As part of a small in-house design team, I was responsible for all stages of product development, from ideation, research, prototyping, manufacture to user manuals and packaging. I worked on projects ranging from consumer electronics, soft goods and document cameras.

Graphic Designer

University of Washington, Department of Engineering,
2010 November - 2011 May
Seattle, WA

Industrial Design Intern

MSI, 2009 July - 2009 September
Taipei, Taiwan

VOLUNTEER EXPERIENCE

BLAST THEORY

2016 July to Mid-August
Brighton, UK

Blast Theory is an award winning artists collective that specialise in creating experiences that challenge how we view the world.

SELECTED WORK

Braun Audio

UX & App design | Consumer research | Brand strategy | Consumer Electronics



Niox Vero Plus

UX & App design | Consumer research | Healthcare



Felcana

UX & App design | Consumer research | Pet healthcare

