

Kyle Henwood

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I am an enthusiastic digital product designer with almost 8 years experience in the software industry. Most of my time thus far has been spent both designing and building responsive user interfaces for websites and applications with top notch engineers in tech startups.

I love seeing the potential of an idea, and then helping facilitate the growth of that idea into something successful.

Working on freelance and my own projects I have also gained valuable experience of project ownership and building things from scratch. I love to learn, and often need to know the ins and outs of how things work — You will often find me tinkering away at something in my spare time trying to figure out just what makes it tick!

Work Experience

Freelance web design & Personal projects

Design, Branding, Front end development

Feburary 2018 - Present

Since beginning freelancing, I have been lending my design knowledge to improve conversion rates on landing pages, redesign brands as well as improve user experiences for a few Wellington based software startups.

In this time I have also been working on improving my own skillset, learning both Angular and React. Much time has also been spent on passion projects such as an SVG animation tool as well and a simple Javascript game. I am a Product designer, but I love to understand how things work.

Raygun - Wellington, New Zealand

Lead product designer

September 2012 - September 2017

Raygun is a tool designed to help software developers improve their code. Over my years at Raygun we first created an error reporting / discovery tool, and then later branched out to create a suite of products aiming to help developers improve performance on both the client side and backend of their products.

As the sole designer for the majority of my time at Raygun I oversaw the inception of the brand, creation of the product and help shape the interface from the very beginning. My role also included responsibility of maintaining and writing all of he HTML & CSS of the stack for the first few years, putting into place a styleguide, BEM/Atomic design practices and maintaining a cohesive component library.

There were many challenges developing a product that was the leader in its industry. Nothing to copy from — and being a designer in a developer world trying to make tools for developers I found I had to learn much of the language to keep up. The challenges in displaying tremendous amounts information in a digestable way were frequent. I found great satisfaction in creating a product that allowed customers to find and zap software bugs as fast as possible, improving the experience for both the company and their customers.

The highlight of my time at Raygun when the team walked away with both Innovative product of the year and startup of the year awards at the NZHITEC awards in 2015

Mindscape - Wellington, New Zealand

Web design & Front end development

Feburary 2012 - September 2012

Mindscape is a .NET software company that builds software for developers. They created and maintained over 10 products that varied from WPF components and charting libraries to an ORM called LightSpeed.

When I first joined Mindscape I was the only member of the team to fill both the front end development and design roles, I was tasked with rebranding and building their sales platform.

Skills

- Design Systems
- User Interface Design
- Responsive Design
- Marketing Design
- Branding
- User Experience
- Information architecture
- HTML
- CSS
- Javascript
- Illustration

Tools I use

- Sketch
- Photoshop
- Illustrator
- Github
- Atom

Education

Natcoll Design Technology

Diploma of Interactive Design

Diploma of Web Development

2010-2011

Works

- dribbble.com/kylehenwood
- codepen.io/kylehenwood