

KEVIN GRENNAN

PERSONAL

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375 Guerrero St, Apt 1
San Francisco, CA 94103
Status: US Permanent Resident

EXPERIENCE

Google, Mountain View, CA
October 2011 – Present

I'm currently a UX Designer at Google Maps, where I primarily design for the mobile app on Android and iOS. I sketch, create interaction flows, visual designs, and prototypes. Recently, I worked on the material design release of the app. Over the past year I've also led improvements to the search and offline experiences.

I was a UX designer at YouTube for almost two years, where I spent much of my time on an enormous and challenging account migration project. I used a rapid, iterative design and testing process to make complex choices understandable to users. I also overhauled consumer emails and desktop features to increase user engagement and improve the viewing experience.

Google, Mountain View, CA
July – September 2010

I spent the summer of 2010 interning as a UX Designer. I worked on Google Video Search, generating use cases and user scenarios, producing pixel-perfect interface designs, presenting at high-level reviews, and critiquing work with other designers.

Unreal, London
November 2006 – January 2010

Unreal is a small, highly-creative studio based in Bloomsbury, London. Starting as an intern in 2006, I quickly became an integral part of the design team. I undertook a huge variety of projects from concept to completion. Unreal has an open, ideas-focused structure that enabled me to learn and develop my skills quickly. I worked on a range of projects including branding, web sites (design and build), book covers, advertising, illustration, and packaging.

Freelance & Internships
The Partners, Creative Leap &
FourIV, London
Turner & Associates, San Francisco
Penhouse, Laois, Ireland
Summer 2004, 2005 & 2006

During the summers (while studying for my undergraduate degree) and immediately after graduation, I completed a series of internships and freelance projects at some great design studios in San Francisco, London, and Ireland.

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EDUCATION

Royal College of Art,
London
2009 - 2011

M.A. Design Interactions

I completed a masters degree at the Design Interactions department. The course uses design to explore the implications of new technologies and scientific discoveries.

Limerick School of Art and Design,
Limerick, Ireland
2002 - 2006

B.A. Hons. Design Visual Communication

This course covered graphic design, typography, branding and web design.
First Class Honors

SKILLS & KNOWLEDGE

I have a full suite of UX design skills. I'm most experienced with early-stage ideation, creating interaction design flows, developing beautiful visual designs, and prototyping. I enjoy collaborating closely with product managers and engineers to shape the overall product vision. I have filed three patents while at Google.

Over the past few years I've also gained experience running user research studies, developing motion designs, and writing front-end code (HTML/CSS & a little bit of Javascript).

At the Royal College of Art I learned electronic prototyping with Arduino and Processing, as well as video editing using After Effects and Final Cut Pro.

I enjoy mentoring junior designers and sharing my skills. I've managed an intern at Google, taught classes in internal prototyping tools, and was a visiting lecturer at London College of Communication.

I'm one of the top UX interviewers at Google having interviewed over 120 design, research, and development candidates during my time there.

I have a strong working knowledge of all the tools I need to do my job, including Adobe Illustrator, Photoshop, Sketch, Framer, and After Effects.

REFEREES

Available on request.