KENNION GUBLER

UX ENGINEER/FRONTEND DEVELOPER

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SKILLS

UI/UX	Development
Figma	Swift (iOS Development)
Sketch	Kotlin (Android Development)
Adobe XD	HTML/CSS/JS/TS (Web)
Zeplin	Angular
Principle	AWS
Webflow	Python
Invision	Machine Learning

Animation/3D	Management
After Effects	Scrum
Unity 3D	Scaled Agile Framework
Blender	Devops

EDUCATION

BYU - Idaho

BS- Software Engineering (HCI Focus)

2020 – 2024

GPA: 3.96

- Completed coursework in design, web development, and project management

EXTRACURRICULAR

- Founding member of BYUI UX Design Society
- Guitar performance
- Surfing/Hiking

AWARDS

BYU - Idaho Entrepreneurial Competition

- Took part in a business pitch competition with over 20 contestants and **won the competition for $100**
- Learned to pitch app designs under pressure

Idaho State Entrepreneurial Competition (IEC)

- Competed against 100s of teams from all over the state and became a **finalist pitching in Boise, Idaho**

BYU - Idaho Scholarship

- Awarded full tuition academic scholarship for outstanding academics

WORK EXPERIENCE

iOS Developer/UX Engineer

Pod Dating   January 2023 – October 2023

- Designed and implemented an **iOS app** creating flows for **sign-up, login, interaction, and messaging using Apple's Human Interface Guidelines**
- Tested design with **focus groups** and redesigned screens to meet user needs
- Implemented messaging using **Firebase and Swift**
- **Implemented "liking" and "passing" like other dating apps**

Carnegie Mellon REU Intern @ Learnlab

Carnegie Mellon University   May 2023 – August 2023

- Researched under Professor Vincent Aleven on how to make **mobile educational** apps **nudge students toward a mastery goal orientation**
- Consulted **current literature** to **design mockups based on insights in Figma**
- **Implemented designs** using web development technologies **(HTML, CSS, JS)**

Full Stack Developer Intern

BMW   August 2022 – December 2022

- Collaborated with UX designer to **develop design changes** for Rolls Royce manufacturing app using **Figma/CSS/Angular/Marvelapp/Zeplin**
- Built applications using **frontend and backend** principles using **Figma, Zeplin, Marvelapp, Angular, TypeScript, and SQL**

Python Tutor/Web Design and Development Grader

BYU - Idaho   September 2021 – February 2023 (Varying times and roles)

- Tutored students in **data structures & algorithm concepts**
- **Raised students' grades by up to 3 letter grades**
- Graded 100s of frontend assignments based on **strict frontend principles** and **best practices**

Programming Teacher/Course Designer

AiGo Learning   September 2021 – September 2022

- Taught students ages 10 – 14 basic programming concepts in Swift and Python
- Designed, developed, and initiated a new iOS design/development course available to 1000s of AiGo Learning students

PROJECTS

Magellan Weather (Website)

- Designed and implemented a weather website including backend components
- Used HTML/CSS/JS and 3rd party APIs

Silent Alarm Clock (iOS app- shipped)

- Challenged myself to develop and ship an iOS app quickly
- Created a silent alarm clock for utilizing the pomodoro technique
- See it here: https://apps.apple.com/us/app/silent-alarm-study-companion/id6469013203