

Katherine Frazer katherinefrazer.com
UI & Product Design kfrazier@me.com
(408) 888-0217

Experience	2020– Present	Figma Inc. Senior Product Designer Lead product designer across touch devices, platform specific features and accessibility.
	2015– 2020	Apple Inc. Human-Interface Designer, Senior Human-Interface Designer Lead designer across five engineering teams for Pages, Apple’s word processor. Worked with marketing and engineering to set product strategy and features for each release. Designed high fidelity comps detailing workflows on macOS, iOS and iCloud.com. Created concept decks to pitch to the executive team on future roadmaps. Delivered visual design specifications and assets for features across all platforms.
	2014	Apple Inc. Human-Interface Design Intern Created high fidelity workflow proposals for new features in Pages, Numbers and Keynote. Collaborated with engineers, visual designers and marketing to design features for macOS, iOS and iCloud.com.
	2013	Palantir Technologies Product Design Intern Developed the initial concept for Report, the web authoring application for Palantir Metropolis (financial products).
	2012	Workday Inc. User Experience Design Intern Designed a high contrast style guide for accessibility mode, mobile billing and time tracking feature, and LinkedIn integration into Workday software.
Education	2010– 2015	Carnegie Mellon University BFA Communication Design BHCI Human-Computer Interaction University & College Honors
Programs		Adobe Creative Suite, Figma, Keynote, Principle, Sketch
Skills		Accessibility focused design, asset production, affinity diagramming, design research, digital prototyping, digital publishing, EPUB3 specification, HTML and CSS, interaction design, project planning, product strategy, user testing, visual specifications

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Exhibitions, Commissions & Press

2019	<i>Peregrination</i> ◦ The Wrong Biennale
2018	<i>Department of Love</i> ◦ Shanghai Curators Lab, Shanghai, China
2018	<i>Visual Arts Show</i> ◦ Apple Inc., Cupertino, CA
2018	<i>no contact/east2west</i> ◦ Commission for Publication Studio, San Francisco, CA
2017	<i>Mermaids and Unicorns</i> ◦ Peer to Space Gallery, Online Exhibition
2016	<i>Cat Heroicus Sublimis</i> ◦ Peer to Space Gallery, Online Exhibition
2016	<i>Temporary Highs</i> ◦ bitforms gallery, New York City, NY
2016	<i>Katherine Frazer's "Float Matrix" Paintings are Cross-platform Works for the Internet Age</i> ◦ PAPER Magazine
2015	<i>The Future of Art Panel</i> ◦ Real Future Fair, Fusion Network
2015	<i>Parklets</i> Commission ◦ NewHive
2015	"No Chill" Commission ◦ MTV
2015	<i>Artist Interview</i> ◦ NewHive
2015	<i>Movement Festival</i> ◦ Codame, San Francisco, CA
2015	<i>Get Lost In Instagram's Underground Art Scene</i> ◦ Dazed Magazine
2015	<i>Deliverables</i> ◦ Carnegie Mellon Today
2015	<i>Deliverables</i> ◦ Miller Gallery, Pittsburgh, PA
2014	<i>PGH365</i> ◦ Pittsburgh Cultural Trust Center, Pittsburgh, PA
2013	<i>PGH365</i> ◦ Pittsburgh Cultural Trust Center, Pittsburgh, PA
2011	<i>Floating & Drifting</i> ◦ Ellis Gallery, Pittsburgh, PA
2010	<i>Concepts</i> ◦ Frame Gallery, Pittsburgh, PA

Awards, Grants, & Certifications

2019	Sogetsu Ikebana Level 2 Certification
2018	Sogetsu Ikebana Level 1 Certification
2018	Design Patent Pending
2015	AIGA Design Excellence Award
2015	Dean's List (all semesters)
2014	Edward Syzlinski Blue Sky Thinking Award
2014	Small Undergraduate Research Grant