

Kim Miller

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I'm a Principal Designer with two decades of experience leading strategic design projects across industries. I specialize in turning complex ideas into elegant, scalable digital systems. I care about craft, accessibility, and process — and I love building big gnarly websites.

Upstatement

Principal Designer
February 2016 - Present
10 years

Led teams through research, strategy, design, and implementation.
Created long-term design visions that helped brands take big steps forward.
Turned strategy into design that made the future feel real, long before it shipped.
Navigated complex stakeholder dynamics to advance high-impact design work.
Balanced user needs, business goals, and technical constraints with empathy and precision.
Delivered front-end code in HTML/CSS and specialized in building Craft CMS sites.
Built extensive Figma design systems and prototypes to communicate with engineers.

Clients: *Etsy, PBS News, Everytown, BSO, Vogue, MIT, Microsoft, Tito's Vodka, Texas Monthly, Yale*

IDEO

Interaction Design Lead
June 2013 - February 2016
3 years

Designed intuitive digital products through storytelling and rapid prototyping.
Built functional prototypes to test ideas and align stakeholders.
Integrated hardware/software in designing digital interfaces for physical spaces.
Shipped real sites in a studio more known for Post-its than production.

Clients: *NASDAQ, MassMutual, City of Boston, GE Appliances*

MullenLowe

Senior Designer
May 2012 - May 2013
1 whirlwind year

Designed digital components for large-scale ad campaigns.
Partnered with engineers to launch interactive websites and tools.
Participated in pitch work.
Bridged the gap between traditional ad teams and digital execution.

Clients: *National Geographic, Google, JetBlue*

The Barbarian Group

Interaction Designer
July 2006 - May 2012
6 years

Designed and implemented engaging Flash(!) websites for high-profile ad campaigns.
Contributed to the creative process with pitching and brainstorming.
Designed across various mediums, including 2D and 3D motion design.
Brought wacky early-internet ideas to life in an era before best practices.
Learned the ropes of consulting, fresh out of college.

Clients: *Getty Images, GE, WGBH, The Rock & Roll Hall of Fame, Virgin America, M&M's, Frito Lay, Chanel*

Skills & Tools

Visual & UX/UI design
Responsive & adaptive design
Typography & editorial design
Design system creation
Client workshops & presentations
HTML5, CSS3/SASS, JavaScript
Craft CMS
Figma, Git/GitHub, Trello

Recognition

Fast Company Innovation by Design Awards – Best Educational Design, Honorable Mention for *Threadable*
Anthem Awards – Silver Winner, Research Projects or Publications for *Everytown*
Webby Awards – Winner and People's Voice, Best News & Politics Website for *PBS News*
Webby Awards – People's Voice, Best Charitable/Nonprofit Website for *Everytown*
Webby Awards – Winner, Best Individual Editorial Feature for *MIT Climate*
Webby Awards – Honoree, Food & Drink for *Taste Cooking*
Society of Publication Designers – Website of the Year for *Christopher Kimball's Milk Street*
Emmy Awards – Nominee, Outstanding Interactive Program for *National Geographic*