Kari Simonsen

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Education

University of Washington
Master of Library and
Information Science, MLIS, 2021

University of Michigan
Philosophy, BA, 2016

Skills

UX research
UI design
Persona research
Interaction + user flows
SKOS and DC metadata
Information architecture
Wireframes and prototyping
Knowledge graphs
Ontology mapping
Taxonomy design
Graphic design
Voice-first design (or VUI)

Tools

Figma
Miro
PoolParty
Canva
Adobe CC
Microsoft Suite
Voiceflow

Relevant Experience

Knowledge Management Specialist
Sept 2021 - present

Amgen

PM for Knowledge Management capabilities within R&D including: curation of knowledge bases and videos, perform user research, report on qualitative/quantitative metrics, maintain taxonomies.

Acquisitions Specialist
Oct 2018 - Aug 2021

Stanford University Libraries

Acquired physical and digital media for the Stanford Library. Obtained and tracked licenses, created bibliographic records in ILS: Symphony, created and maintained workflows.

Rare Books Curatorial Assistant
Oct 2017 - Oct 2018

CV Starr East Asian Library, UC Berkeley

Performed digital preservation of the Fonoroff collection of rare Chinese film magazines and posters. Assisted with exhibitions and preservation management.

Marketing Assistant
Jan 2016 - Oct 2018

Aunt Lute Books

Generated sitemap, rebranded logos, and added tagging to improve SEO. Created graphics for social media. Proofread and copyedited manuscripts.

Selected Projects

Peet's Coffee Taxonomy Redesign
Jan 2021 - Mar 2021

Worked in a team of three to propose a redesign of the Peet's Coffee website taxonomy, with a focus on designing for alternative diet types. Using PoolParty, developed over 2500 concepts, and drew relations and attributes using ontology mapping.

Tuli Travel Assistant
Jan 2021 - Mar 2021

Worked as the VUI designer in a team of four to design Tuli, a voice app for low-vision travelers. Used NLP to create intents, utterances, slots, designed an avatar and persona for our voice assistant, and produced a prototype of our conversational user flows in Voiceflow for Amazon Alexa.

Video Game Taxonomist/UX Researcher
Sept 2020 - Apr 2021

As a UX researcher for the University of Washington GAMER Group, designed and updated taxonomies for video game artifacts, analyzed large qualitative data sets on player ethics in Augmented Reality (AR) video games.