Kyle Poehling
Product Designer

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Skills

Design Thinking, User Centered Design, Agile Methodology, Waterfall Methodology, Distributed Teams, HTML, CSS, Javascript, 3D Design and Rendering, Audio Engineering, Music Production, Music Distribution, Music Notation, Video Editing

Tools

Adobe CC, Affinity Designer, Figma, Keyshot, Blender, Shapr 3D, DAW (Studio One, ProTools, Logic, etc.), Digital Audio Control Software (DSP), Music Notaion (Notion, Sibelius, Dorico)

Work

Fender Music Instruments Corp.
UI/UX Lead - 2021-Present

- Implement design thinking processes in UI/UX for digital products successfully reducing product development timeline and deliverables.
- Design lead for Quantum audio interfaces and associated software.
- Maintain and write code for embedded graphic displays.
- Design logos and silkscreen artwork for Quantum audio interfaces.
- Design PreSonus Universal Control software.
- Prototype 3D renders for product development/design/research reducing product development cycles.
- Develop and maintain corporate design system for PreSonus hardware and software.

Thrive DX
Lead Instructor - 2021-2023

- Lead classes in both boot camp and primary UI/UX program.
- Maintain syllabus with contemporary examples, exercises and tools.
- Grade students based on provided criteria.
- Provide guidance for tool selection used in curriculum.

PreSonus Audio Electronics
UI/UX Lead (2017-2021)

- Universal Control UI/UX for Revelator product line focused on conent creators.
- Redesign MyPreSonus website and accompanying mobile application.
- UI/UX and product definition for PreSonus Metro providing support for remote audio engieering.
- Design UI/UX for AVB configuration on networked devices easing technical barriers to crucial user segments.
- Design universal offering for Notion delivering a unified UI/UX from phone to tablet to desktop.
- Design updated UI to Studio One plugins; Analog Delay, Chorus, TriComp, Rotor using a skeuomorphic appproach to elevate the value of the existing offerings.
- Design OBS plugin for PreSonus devices allowing integration of our products to contemporary conetent creators.

Visual Interaction Designer (2017-2021)

- Design Universal Control for digital mixers and audio interfaces.
- Mangae mobile application deployment, branding, and delivery.
- Studio One Remote for mobile control of Studio One DAW.
- Design universal application offering for Notion Music (phone/tablet/desktop).
- Design skeuomorphic plugins for cross platform deployment.
- Design embedded UI for StudioLive Series III digital mixers.

Notion Music
UI/UX Director (2010-2013)

- Design and implement UI/UX for desktop and iOS applications.
- Usability testing for software prototyping.
- Develop and maintain a corporate design system.
- Maintain deployment accounts for mobile applications (Apple and Google Play).
- Design application icons for deployment across all platforms (iOS, Android, Mac PC).
- Lead release management team for coordination of digital releases.

Web designer/Marketing manager (2008-2010)

- Direct online marketing strategy.
- Web design and development.
- Optimize SEO .
- Design advertisements for print web, and trade shows.
- Produce audio and video for use on web, and trade shows.
- Product specialist presentations at trade shows.
- Delivered design for in-store ads at Apple stores worldwide.
- Coordinate with Apple for feature spots in cross-media (web and television) commercial.

Audio Engineer (2007-2008)

- Edit audio samples for playback.
- QA for audio playback.
- Manage sample library.
- Refine sample editing process.

Education

Roanoke College
BA, Music

Berklee College of Music
Certification in Mixing and Mastering

Summary

UI/UX Lead with over a decade of experience, specializing in designing user-centered products. I blend a deep passion for music and technology with expertise in UI/UX design, 3D/AR prototyping, design thinking, and agile methodologies. I collaborate closely with cross-functional teams to deliver top-tier UI/UX across Mac, PC, iOS, Android, and hardware products, while also maintaining and coding for embedded graphic displays. Committed to continuous learning and innovation, I thrive on creating engaging and delightful user experiences.