Kira Brodsky

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Experience

President, UX@UW, Registered Student Organization   June – Present
- Lead a team of 10 to plan and execute workshops, speaker events, and design challenges, engaging 200+ students in hands-on learning
- Launched a year-long cohort project initiative to help students build portfolio-ready case studies
- Coordinated logistics and external partnerships, ensuring smooth execution of high-impact events

Product Design Intern, Palantir   June – September 2025
- Designed interactive sensor visualizations that improved clarity of satellite coverage, reducing mission planning blind spots
- Restructured information architecture of target boards and systems, streamlining navigation and increasing task efficiency
- Mapped end-to-end space support request processes, identifying friction points and proposing design interventions
- Created 3D models and flow prototypes based on user feedback, leading to positive adoption and stronger stakeholder confidence

UX Design Intern, Caffeinated Design Studio   June 2024 – August 2024
- Developed low fidelity mobile and desktop wireframes for websites, clarifying structure
- Designed five full website mockups (25+ pages) in Adobe XD, delivering polished, client-ready prototypes
- Developed user stories to guide design decisions and ensure final deliverables aligned with client goal and user needs

Design Project Lead, Web Impact, Registered Student Organization   January 2023 – June 2023
- Produced low and high-fidelity wireframes for client website using Figma
- Managed communication between client and team to ensure alignment on design goals
- Organized deadlines and delegated tasks based off team member strengths

Graphic Design/SEO Intern, AppEsteem   April 2019 – March 2022
- Produced high fidelity wireframes for using Adobe XD for employee software
- Designed graphics and page layouts to enhance web content and improve user engagement
- Researched and developed search engine optimization strategies
- Implemented front-end designs using HTML, CSS, and JavaScript, bridging the gap between design and engineering

Projects

RxPert AI Patient Chat Bot, Designer - Figma   April 2024 – Present
- Designed high-fidelity workflows in Figma for an AI patient chat bot
- Conducted 4+ user interviews, helping identify the optimal layout for the interface
- Collaborated within an interdisciplinary team to align on product vision and deliver intuitive, scalable UI solutions

Other Affiliations

Figma Campus Leader, Figma   February – Present
- Collaborate with the Figma for Education team to grow Figma adoption on campus, driving awareness and engagement around design and collaboration tools.
- Hosted Figma's first ever cross campus design-a-thon for over 200 students

Achievements

Patent: Batchelder D, Brodsky K, et al. 2022. Technologies for indicating third party content and resources on mobile devices.11,507,269 B2, filed April 21, 2020, and issued November 22, 2022.

Education

University of Washington   June 2026 (Expected)
Bachelor's in Informatics, Dean's List

Technical Skills

Design: Figma, Adobe XD, Adobe Illustrator, Miro, Blender
Programming: Proficiency in R, basics in JavaScript, CSS, HTML, and Java