



A multidisciplinary designer blending creativity, science, and aesthetics to craft joyful and impactful experiences.

Experience

Native Instruments/iZotope

Product Designer (2024-present)

I am responsible for the visual design and art direction across instrument product releases, and help shape product functionality and define feature sets. I drive UX design through wireframing and prototyping with Figma and occasional coding. I plan and run user research sessions and synthesize those findings into reports with actionable design improvements. My work also involves close collaboration with cross-functional stakeholders and external partners, and coordinating directly with development to hand off designs and ensure high-quality design across releases.

Senior Visual Designer (2020-2023)

I created design concepts for monthly campaigns and major product launches, producing a wide range of assets including banners, social media ads, emails, landing pages, logos, and more. I designed and built templates for both email and web, often working directly in our CMS to implement and refine code. In addition to campaign and asset work, I contributed to improving onboarding for multiple products by identifying opportunities for user education and improved engagement.

Wordstream

Senior Visual Designer (2019-2020), Visual Designer (2017-2018)

I led and mentored a small creative marketing team, managing the work of a junior designer and a video editor while providing feedback and creative direction. I established brand guidelines, updating a design library used across web, email, ad creative, and in product. In addition to overseeing design, I collaborated closely with cross-departmental partners and helped foster a design culture across the organization.

Fiksu

Designer (2015-2017)

I supported the design for mobile marketing campaigns for range of external clients, while taking strong initiative on internal brand development. I created a full style guide for our sub-brand FreeMyApps, establishing a design system. I handled development in Wordpress, proactively learning new tools to create a higher-quality digital presence.

Vsnap

Designer (2013-2015)

As the first designer on the team, I owned the full breadth of design responsibilities, developing the company's brand identity and visual language across web and marketing materials. I also played a key role in shaping the product itself, creating wireframes and designing the UI for the web application. I wore many hats, driving both brand and product design to establish a cohesive user experience.

Contact

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Skills

→ Product Design

→ User Research

→ Branding

→ HTML/CSS

→ 3D Modeling

→ AI Prototyping

→ Photography

Tools

→ Adobe Suite: Photoshop, Illustrator, InDesign, After Effects

→ Figma

→ Github/Copilot

→ Drupal, WordPress, Adobe Experience Manager

→ Blender

→ Midjourney

Education

B.A., Graphic Design
Keene State College



Experience (cont.)

Perkstreet

Designer (2012-2013)

I created marketing assets across a wide range of media and helped develop a cohesive style guide to unify the brand's look and feel. I produced homepage and landing page wireframes and designs, and created mobile app interfaces for both iOS and Android. I also worked with the design team to direct photo shoots and produce digital and print materials such as website banners, HTML emails, social media graphics, and direct mail collateral.

Everest Gaming/CIDC

Interactive Designer (2011-2012)

I produced creative content for promotional campaigns, including landing pages, animated banner sets, and emails. I collaborated closely with the content engineering team to build and refine HTML/CSS pages within the CMS, contributing both design expertise and front-end execution. Working in a fast-paced environment, I consistently delivered high-quality projects on time while supporting the team's overall campaign strategy.

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