# Geoffrey Kuhns

# Servant Leader

### CONTACT

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# **EDUCATION**

**Certified** UX/I Designer *The University of Texas at Austin* 

(2021 - 2022)

**BFA** Interactive Design & Game Development **Minor** Film & Television

Graduated Cum Laude from the Savannah College of Art & Design (2007 - 2011)

#### **EXPERTISE**

**Positive Attitude** 

**Communication** 

Leadership

Creativity

Training

Prototyping

Analysis & Synthesis

Writing & Proofreading

**Audience Engagement** 

**Operational Efficiency** 

**Customer Service** 

#### **TRAINING**

Lean Six Sigma (Yellow Belt)

MS Office, Google Suite

Adobe CS, Figma, Miro

Chat, Jira, Slack, Trello

Quip, SharePoint, Zendesk

**EIM Certification** 

#### **MISSION**

With the eye of an artist, the passion of a visionary, and the precision of a martial artist, I constantly iterate on team processes, quality, and training to surpass and redefine your standards for excellence.

#### **EXPERIENCE**

## **Junior UX Designer**

(Nov 2021 - present)

Freelance

Pro Bono: Redesign a nonprofit website with a remote team. *Specialties: Figma prototyping, leadership, data synthesis* 

## **Customer Experience Lead**

(Jul 2021 - present)

**VXI Global Solutions** 

Iterate new ways to promote a LEGENDARY experience for our AR/VR customers and agents across chat, email, and twenty social media assets. *Specialties: morale, innovation, leadership, communication* 

## **Lead Designer**

(Apr 2013 - present)

**Interactive Dominion** 

Craft the epic narrative, mechanics, and world experience of a unique, high-octane, sci-fantasy, tabletop RPG.

*Including: usability tests, finding the fun, convention promotion* 

#### Director

(Sep 2019 - Jul 2021)

**ACTS Retreats** 

Help coordinate and inspire the committee that recruits for, organizes, raises funds for, trains, and in all capacities supports volunteer church teams.

## Manager

(Sep 2017 - Aug 2020)

Pinballz Lake Creek

Pioneer the adoption of and training for VR installations, go karts, and inventory management systems.

Increase staff productivity at the Prize Center by an estimated 24%.

De-escalate bar fights.

Most Notably: balancing games for revenue, dispute resolution, dependability

#### **ACCOMPLISHMENTS**

**Social Media Certification**: 100% final score.

**IDominion**: 99.4% satisfaction at Comicpalooza, IKKiCON, ChupacabraCon.

**Pinballz**: "Austin's Best Party Place" 2+ years running (per *Austin Chronicle*).

**Pinballz**: revised prize inventory management, built a 3D heat map to revise the

game floor layout, pioneered and refined attraction training, and more. **DICK'S**: rallied the team to national WOW status in customer service.

**All**: Love and respect from my peers and colleagues.