Kyle Halevi

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Additional Education

Apple WWDC 2017
Attended Apple's annual technology developer conference in San Jose, CA.

UMass Lowell Engineering
Finished with A in Computer Aided Design and Applied Engineering.

RISD Designing With Type
College level course on applying, manipulating, and creating typography. Finished with A.

Experience

User Interface Design
Six Years of Application

Apple App Development
Five Years of Application

Skills and Tools

Design
Sketch, Keynote, Principle, Motion, Pixelmator - Interface Design, User & Market Research, Product Development & Marketing, Brand Creation

App Development
Sparkle, Xcode, Swift, Java - Advanced Prototyping, Front End Software Development, Apple Platforms Programming

About

I've been designing interfaces and design systems for almost seven years now. Building apps that not only provide innovative function, but also provide a delightful, memorable experience has always been the goal. I love to integrate my skills with the latest technologies, and always look around the corner at what's to come, all in search of a better product.

Extra Projects

Airboard - 2019
A wireless soundboard application, developed to let theater actors to have sound effects synced to their movements.

DataCore - 2017+
Revolutionary, easy-to-use data persistence framework, allowing developers to quickly and securely store data within their apps.

CoreAnalytics - 2018+
Enabled developers to track important metrics about their users in just one line of code—all while respecting privacy.

Connectivity - 2019+
Add device-to-device networking into apps with just four lines of code.

Ultimate - 2018
Companion app to the popular game HQ Trivia, provides answers to questions with a custom algorithm.

Embark - 2019
Stunning GPS navigation for boats, reliable, and easy to use. Integrates with open-source depth maps for safety features, preventing collisions.

Jonathon's Hunt - 2018
Designed the entire application interface for this collaborative team, consisted of high quality elements, layouts, and prototypes.