

KENDRA H. OLIVER

SCIENCE UX DESIGNER

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EDUCATION

**Master of Professional
Studies, User
Experience Design**

Maryland Institute
College of Art, 2022

**Postdoctoral
Fellowship, Discovery
Science Education**

Vanderbilt University
Medical Center, 2018

Ph.D. in Pharmacology

Vanderbilt University, 2016

B.S. in Biology

Loyola University, 2010

OBJECTIVE

Passionate and innovative thinker with a Ph.D. in Pharmacology and expertise in Art-Science, Biotech, and Informal Science Education. Committed to bridging the gap between art and science to enhance science communication. Seeking opportunities to contribute to groups interested in engaging diverse audiences through evidence-based design and education.

POSITIONS

Director of Design

School of Medicine Basic Sciences / Vanderbilt University / 2023 - Present

Responsible for overseeing and guiding the creative and aesthetic aspects of design projects within an organization, ensuring they align with the company's goals and objectives.

Associate Professor

Department of Pharmacology / Vanderbilt University / 2023 - Present

Creating and evaluating online content and programming that seamlessly integrates art and basic science research to engage and educate diverse audiences through captivating visual storytelling and interactive experiences.

Senior Lecturer

Communication of Science and Technology, College of Arts and Science / Vanderbilt University / 2018 - Present

Bridging the gap between complex scientific concepts and public understanding. I design and deliver curricula that equip students with the skills to communicate scientific and technological information to diverse audiences effectively.

SKILLS

- Creative strategy
- Science Communication
- Art-Science Integration
- Online Education Pedagogy
- Project management
- Instructional crafting
- Web Design
- Data visualization
- Multimedia content creation
- Curation

SELECT PROJECTS

Basic Sciences Website Redesign

Led a team that integrated with central communications to implement evidence-based design changes
2023

"How to design an art-science program: Self-reported benefits for artists and scientists in the V14 artist-in-residence program"

Analysis into the benefits and outcomes of an art-science program and ways to minimize the difficulties faced by participants and program designers.
2022

Nested Knowledge Program

Virtual multi-institutional program that sought to disentangle history, truth, and race in STEM experiences
2020