

KYLE BENTLE

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Senior UX and product designer with 7+ years in EdTech and SaaS, focused on complex data products and the users who rely on them. A decade in data journalism built instincts around visual communication and decision-making under pressure that I carry into every project. Experienced leading design from discovery through delivery, managing designers, and collaborating across product, engineering, and customer experience teams.

WORK EXPERIENCE

Openfield

UX Design Lead, January 2022 - present

- Lead end-to-end UX design for enterprise clients across EdTech and SaaS, guiding projects from discovery and user research through implementation and post-release measurement.
- Drove a 42% reduction in per-capita help searches and a 33% drop in total support volume for a key client through targeted redesign of high-traffic teacher workflows.
- Contributed to a 90% student activity completion rate (up from 50%) following a UX overhaul of an AI-powered learning product; the redesigned experience earned a +78 student NPS score.
- Manage a team of designers, coordinating assignments, timelines, budget and workloads across concurrent client engagements.
- Mentor associate-level designers, focusing on skill development and facilitating growth toward personal and professional goals.

UX Designer, September 2019 - January 2022

- Produced wireframes, interaction flows, prototypes, and high-resolution UI across multiple concurrent client engagements, from initial sketches through design handoff.

Chicago Tribune

Designer and journalist, March 2012 - September 2019

- Designed and developed interactive data visualizations, charts, maps, and editorial graphics for web and print, emphasizing clean, clear, and purposeful communication.
- Analyzed data to surface story opportunities and translated findings into engaging visual narratives for a large national readership.

The Florida Times-Union, Jacksonville.com

Graphic artist, May 2009 - March 2012

- Designed charts, maps and other graphics for the web and printed newspaper.

SKILLS

Design: User experience design, information architecture, design systems, data visualization, prototyping, wireframing, accessibility (WCAG), inclusive design, typography.

Research: User research, usability testing, moderated and unmoderated testing.

Collaboration & Facilitation: Stakeholder facilitation and workshop design, cross-functional collaboration with product, engineering, and customer experience teams, design critique, client communication and presentation, project coordination and timeline management.

Tools: Design tools such as Figma, Sketch, Adobe Illustrator, and Photoshop. AI tools such as Claude Code, ChatGPT, Figma Make, and Lovable.

Technical: HTML, CSS, JavaScript, Git, CMS systems.

EDUCATION

Ball State University,
Muncie, Indiana
B.A., Journalism, 2009