KennethPembleton@gmail.com | Available Upon Request | Remote / Open to Relocation

Kenneth Pembleton

Enjoys asking thought-provoking questions, collaborating with passionate peers, and learning from others. Seeking a role in which curiosity and discovery are valued and where each question is an opportunity to innovate and every challenge is a puzzle to solve. Leverages a multi-disciplinary mindset of UX Research, UX Design, and QA.

EDUCATION

Master of Arts in Human Computer Interaction

State University of New York at Oswego — *Oswego, NY*

August 2018

Bachelor of Arts in Information Science with Double Minor in Computer Science and Cognitive Science

State University of New York at Oswego — *Oswego, NY*

December 2016

- Established a Learning Agreement with a focus on Digital Humanities

EXPERIENCE

Brand and Digital Consultant, [Indep. Company] — *Remote*
January 2026 - PRESENT

- Structured a parent company to manage distinct operations, separating the digital media brand from digital consulting and enabling scalability.
- Collaborate with clients to define and optimize their digital brand through ecosystem integration across web domains, professional email, social platforms and e-commerce.
- Conduct usability evaluations on digital platforms to minimize friction and interaction cost, reduce cognitive load, and optimize user journeys to meet brand goals.

Community Coordinator and Experience Creator, [Indep. Brand] — *Remote*
June 2019 - PRESENT

- Establish and evolve a digital brand identity across platforms, integrating technology and gaming passions, to create engaging and informative community experiences.
- Engage with creators and communities globally, managing asynchronous, cross-timezone communication and interaction, and maintaining positive community atmospheres.
- Source, establish, and maintain affiliate partnerships aligning with user-centered values to protect and advance user privacy, trust, and experiences.
- Participate in external playtests via testing platforms, applying Nielsen's Usability Heuristics to identify friction and pain points during player experiences.
- Independently and collaboratively evaluate games using publicly available platform telemetry and first-hand experience to measure and predict market survival, player retention, and lifecycle.

CONTINUED LEARNING

Brilliant
Programming & CS
Data Analysis
Linkedin Learning
Figma

STAYING INFORMED AND INSPIRED

Youtube
Tech Podcasts
Network Chuck
DIY Perks
Hacksmith
Google News
XDA Developers
Phoneareana
NotebookCheck
YankoDesign

TESTING PLATFORMS

Antidote
Player.gg
GoTestify
PlaytestCloud
GameTester
Playful
Betabound
Amazon Vine

Some information has been [redacted] for placement online to protect the privacy of my identity from the established brand. **An unredacted copy can be provided upon request.**