

Karen Grentz

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SUMMARY

UX designer and researcher with a background in theatre education and a passion for understanding how people think, learn, and interact with the world around them. Translates complex insights into thoughtful, user-centered experiences with an approach rooted in curiosity, observation, empathy, and pattern recognition. Brings a systems mindset, creative problem-solving, and storytelling to help teams create products that genuinely serve the people who use them.

EDUCATION & CERTIFICATIONS

User Experience & User Interface Design Certification , Springboard	2026
BFA in Theatre Education , University of Houston Summa Cum Laude (3.98 GPA)	2021

PROFESSIONAL EXPERIENCE

Elementary Theatre Teacher , Houston Independent School District (Houston, TX)	2021-2023
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- Led end-to-end planning and execution of 7 large-scale theatrical productions involving 1,000+ students, managing timelines, logistics, and cross-functional collaboration across campus
- Designed and implemented theatre curriculum for 36 Pre-K–5th grade classes, applying continuous observation and feedback loops to assess student comprehension, iterate on teaching strategies, improving engagement, participation, and learning outcomes across diverse groups
- Built and scaled an extracurricular theatre program serving 30+ students, increasing participation, retention, and performance readiness for district-level competitions and festivals
- Directed, coached, and developed 850+ student performers and technicians through structured rehearsals, performances, performance feedback, and skill-building exercises, improving confidence, collaboration, and performance skills
- Recognized 10 times as Teacher of the Week & nominated twice for Beginning Teacher of the Year

Additional Experience

Student Teacher , Clear Creek Independent School District (League City, TX)	2021
Theatre Club Administrator & Teaching Artist , Lantrip Elementary (Houston, TX)	2017-2020
Assistant Director , Jewish Community Center (Houston, TX)	2020
Intern Teaching Artist , Omaha Theatre Company at the Rose (Omaha, NE)	2019

UX CASE STUDIES

Core Circle, Fitness App	2026
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- Research and design project that revealed user drop-off was behavioral, not feature driven, and validated a progress-focused design. Identified automation preferences for sustainable user engagement.

TinyTales, Reading App (Six Day Modified Google Ventures Design Sprint)	2025
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- A six day solo design sprint that developed a user-validated visual design approach to story selection and identified the critical clarity barrier blocking users from initiating reading.

Things to HOU, Event Discovery App	2025
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- Conducted mixed methods research and translated insights into a user-validated design solution finding events and attending events while identifying interaction refinement priorities.

SKILLS & TOOLS

Research: Qualitative Research, Usability Testing, Mixed Methods Research, Interviews, Surveys, Competitive Analysis, Heuristic Analysis

Design: Experience Mapping, Systems Thinking, Information Architecture, Product Design, Visual Design, Interaction Design, Prototyping, No Code Tools & Vibe Coding

Process: Research Planning & Strategy, Stakeholder Communication, Cross Functional Collaboration

Tools: Figma, Miro, Adobe Creative Suite, Procreate, Google Suite, Microsoft Suite, Lovable