

Karen Grentz

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SUMMARY

UX researcher with a background in theatre education and a passion for understanding how people think, learn, and interact with products. Translates complex insights into thoughtful, user-centered experiences with an approach rooted in curiosity, observation, empathy, and pattern recognition. Combines rigorous inquiry, 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**

- Directed, managed, and coordinated end to end execution of seven large-scale theatrical productions involving 1,000+ students
- Developed and implemented theatre curriculum across 36 classes for Pre-K through 5th grades using iterative testing cycles and feedback loops to improve lesson plans
- Observed, collected, and analyzed data of 850+ students to assess student comprehension, measure learning outcomes, identify needs, and continuously adapt instructional strategies
- Directed, coached, and developed students through rehearsals, performances, critiques, and skill-building exercises, cultivating their confidence, collaboration, and performance skills
- Developed and maintained organizational systems and documentation for production management including: timelines, logistics, inventory, budgets, and progress tracking
- Established line of communication for cross-functional collaboration across stakeholders (principal and parents), fine arts team members, and students
- Facilitated daily presentations and discussions breaking down complex information into engaging and accessible learning experiences
- Recognized as Teacher of the Week 10x; nominated twice for Beginning Teacher of the Year

Additional Experience

Theatre Club Administrator & Teaching Artist, Lantrip Elementary (Houston, TX) **2017-2020**

Intern Teaching Artist, Omaha Theatre Company at the Rose (Omaha, NE) **2019**

UX CASE STUDIES

Core Circle, Fitness App **2026**

- Conducted evaluative research to investigate user drop-off, validated a progress-focused design, and made design recommendations for sustained user engagement.

TinyTales, Reading App (Six Day Modified Google Ventures Design Sprint) **2025**

- A six day solo design sprint that identified friction in the story selection process, developed user validated visual design approach, and provided recommendations from usability tests.

Things to HOU, Event Discovery App **2025**

- Planned and conducted mixed-methods research, translated insights into user-validated design and recommendations for improving Houston event discovery and attendance.

SKILLS, METHODOLOGY, & TOOLS

Skills: Qualitative Research, Mixed Methods Research, Generative & Evaluative Research, Usability Research, Insight Synthesis, Systems Thinking, Information Architecture & Experience Design, Design Systems & Visual Design, Wireframing, Prototyping, AI Assisted Design Tools

Methodology: Research Planning & Strategy, Stakeholder Communication, Research Presentations, Cross Functional Collaboration, Workshop Facilitation

Tools: Google Workspace, Figma, Miro, Adobe Creative Studio, Procreate, Microsoft Office, Lovable