

# Mary Kahle

## Multidisciplinary designer, researcher, and project/product manager

Seeking to apply 10+ years of professional experience, operating at the intersections of design, human-centered research, cross-functional project management, and business strategy. Driving unique opportunities for designers, users, and stakeholders to develop meaningful solutions to real-world problems.

## EDUCATION

### MS, Design Research—Drexel University

2021-2023

### BFA, Apparel Design—Rhode Island School of Design

2008-2012

Intermediate French, Film Genre Studies – Brown University, 2010-2012

## RESEARCH, DESIGN, AND STRATEGY EXPERIENCE

### Freelance, Remote —Design, Research, and Strategic Development

June 2023 - Present

Impacting development and membership growth through research, conceptualization, and collaborative planning of outreach and programs for workshops and member events. (Boston Figure Arts Center)

Developed a mixed-methods research plan to align CBO strategic plan initiatives with the mission statement to advance organization, employee, and community goals. (Greener Partners)

Planned, performed, and synthesized 50+ interviews, contributing to social impact assessment for Philadelphia's Chinatown. (Sojourner Consulting)

### Zenda LLC, NYC (Hybrid)—Design Research Consultant

June 2022 - June 2023

Developed service blueprints, user/customer journeys, and process maps to clarify and improve the user and employee experience for Fortune 100 finance, technology, and education clients. Collaboratively accelerated end-to-end customer onboarding time, 45 days to 1.

Co-led in-depth market research, data visualization, and communications for a seed-round sales pitch/ product launch, identifying opportunities to influence early investor buy-in for a new business management tool.

### Design Futures Lab, Drexel University—Design Researcher, Project Manager

January - June 2023

Managed and developed solutions for a low-cost, open-source set of design micro-interventions, 'Every Space for Every Body', to improve the experience of people with disabilities navigating the urban landscape.

Utilized speculative design futures to bridge science, design, education, and public health approaches. Facilitated weekly co-design workshops to generate dynamic solutions with cross-functional teams.

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Boston, MA

## SKILLS

**Design**— Creative Direction, Human-Centered Design, Project Management, Rapid Prototyping (physical and digital), Systems Thinking, Storytelling/Campaigns, Visual Communication

**Research** – Contextual Inquiry, Customer/User Journey Maps, Data Analysis/Synthesis, Ethnography, Interviews & Coding, Market/User Research, Observational Study, Reports, Service Blueprints, Trauma-Informed Research, Usability Testing, Workshop Design/Facilitation

**Computer**— Proficient in key Adobe Creative Suite and Microsoft Office Suite apps

**Prototyping Tools:** Figma, Gerber CAD Accumark, Rhino 3D

**Research and Collaboration Tools:** Airtable, Dedoose, Miro, Mural, Nvivo, Otter

**Project Management Tools:** Asana, Trello, Monday, Notion

**Languages** – English (Native), French (Intermediate)

## CERTIFICATIONS

**IRB Citi Training**, Human Subjects, Social-Behavioral, and Conflict of Interest, 2021

**Healthier Materials and Sustainable Building**, The New School, 2021

**Center for Functional Fabrics, PA FDC, Drexel University**  
*—Design Research and Product Engineer, Graduate Fellow*

September 2021- June 2022

Achieved significant usability enhancements for regulated wearable technology devices through cross-functional collaboration, user research, and project-specific testing methods, contributing to the design and engineering of smart-wearables for DOD and NSF-funded projects.

**Social Impact Innovation Hub, Drexel University — Design Research Team Lead, Project Manager**

January 2022 - January 2023

Secured 6 months of grant funding, 20% of applicants chosen. Developed a Business Model Canvas for a peer-to-peer digital service toolkit integrated with B-Corporation and Social Impact Sustainability goals.

Facilitated workshops and mixed-methods research to analyze relevant systems, policies, and stakeholders through ecosystem/ journey mapping.

Uncovered actionable recommendations for university administrators to utilize when planning asset-based food insecurity programs for students.

**Kahle Studio LLC, New York, NY —Founder, Creative Director**

June 2014 - September 2021

Led cross-functional collaborative teams in all aspects of fashion and lifestyle business operations, product development, and creative direction including digital marketing, sales outreach, branding, design, user/market research, and manufacturing—annually managed \$300K budget. Produced and delivered 8 collections (150+ SKUs yearly) to retail partners.

Directed multiple projects commercializing new concepts into fashion and lifestyle products, programs and experiences. Implemented responsible manufacturing practices and sustainable supply chain models.

Increased customer engagement and sustained brand loyalty by leveraging macro trend analysis, user research, and effective brand storytelling, resulting in publications in The New York Times, Vogue, WWD, and other international media outlets reaching over 20M+ consumers annually.

Encouraged experimental, innovation-lab-style environment for employees' continuous learning through mentorship and hands-on peer-to-peer training and workshops, empowering professional growth.

**Apparel/ Fashion and Lifestyle, Various Roles: Designer, Garment Engineer, Fabricator, Researcher, Product Manager**

2012-2021

*Contributed to user research, design, prototyping and manufacturing processes, leading the full-cycle development of products across multiple categories (apparel, accessories, and home goods) for global luxury brands.*

*Liaised across organizational functions, increased efficiency, and mitigated errors/risks to manufacturing to exceed business and sales goals.*

SEE NEXT PAGE FOR FULL LIST OF APPAREL DESIGN EXPERIENCE.

**SELECT PUBLICATIONS & ACKNOWLEDGEMENTS**

*Sound Sponges: A Speculative Approach to Tangible Urban Interaction and Urban Prosthetics for Persons with Hearing Impairment –*

*S.Bahrami, M. Kahle, N. Koltick*

Presented at Media Arts and Design (MAD) 2024 Conference

*Makerspace Communities and Ecosystem Strategy: Co-Creating Social and Operational Infrastructure,*

MS Thesis, Drexel University, Proquest.com, 2023

An ecosystem analysis, mixed-methods research of the social impact of makerspaces, resulting in a co-designed ideation card deck/workshop facilitation tool.

*Graduate Student Spotlight, Design Research Thesis*

DEZEEN.com, 2023

*How Albert Einstein's Former Secretary Became the Face of a Buzzy Brooklyn Label,*

Vogue.com, 2018

*LVL3 Looks, Artist of the Week,*

lv3official.com/kahle, 2018

*The Science of KAHLE,*

The New York Times Style Section (print & digital), 2016

**PARKER (VINCE), New York, NY— *Patternmaker, Fit Specialist***

February 2020 - September 2020

Using Gerber CAD software, developed/managed 30+ seasonal RTW styles. Liaised across organizational functions, increased efficiency, and mitigated errors/risks to manufacturing to exceed business and sales goals.

**MARCHESA, New York, NY — *Patternmaker, Fit Specialist***

July 2019 - January 2020

Developed/managed 50+ complex Eveningwear and Bridal collection patterns yearly. Draping, drafting, CAD, and sewing prototypes as needed.

Coordinated with cross-functional teams including Production, Technical Design, Samplerooms, Seamstresses, and Cutters.

**VIRGINIA SIN, New York, NY — *Product Designer, Fabricator***

April 2018 - March 2019

Researched, designed, tested, and developed a range of ceramic home goods for mass production. Led the concept and design of a dinnerware line sold internationally at lifestyle boutiques and large retailers such as West Elm.

**MOSES NADEL, New York, NY — *Lead Designer, Patternmaker: Leathergoods and Homeware Product Development***

January 2018 - August 2018

Managed the development of 15+ private-label client handbag samples and production runs (50-300 pc. Per production run). Utilized advanced manufacturing equipment and leather construction techniques.

**WES GORDON, New York, NY — *Designer, Production Assistant***

November 2013 - May 2014

Contributed to the CFDA Fashion Fund 2014 collection development.

Assisted Head Designer, Associate Designer, and Head Patternmaker to ensure on-time collection development of over 130 samples per collection.

**ALEXANDER MCQUEEN, LONDON, UK — *Design Intern***

January - March 2012

Assisted Sarah Burton and the design team in developing innovative and avante-garde custom fabric manipulations, embroidery, and dye techniques prominently used in the Fall 2012, Fall 2013, and Spring 2020 collections.