Kelvin Ocampo-Diaz

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Objective

Seeking a full-time job opportunity to work as a UI/UX designer, Usability Tester, and/or UI developer. Seeking to develop systems that are accessible through desktop, web, and mobile computing interfaces for users which benefit.

Education

Rochester Institute of Technology   Expected: December 2022

· Bachelor of Science, Human-Centred Computing (HCC)
· Related coursework: Prototyping & Usability Testing, Foundations of Human-Centred Computing, Foundations of Mobile Design, New Media Survey I & II, Design for Accessibility, Accessibility Through the Lifespan
· GPA: 3.02

Work Experience

Computer Tester Intern (Virtual)   June 2022– September 2022
Transputec LTD – Wembley, London, United Kingdom

· Monitored applications and software systems.
· Tested in different environments including web and mobile.
· Provided objective feedback to software development project teams.
· Wrote and executed test scripts.
· Designed tests to mitigate risk. Document analysis.
· Communicated findings to technical and non-technical colleagues.

UX/UI Research Assistant Intern   June 2021–August 2021
National Technical Institute for the Deaf - Research Center on Culture and Language – Rochester, New York, United States

· Assisted research faculty in data management, survey creation, and document preparation.
· Collected user requirements, design element recommendations, and build navigation components.
· Provided support in project conceptualization, design, development, testing, and building.

Projects

User Experience Club   January 2021
Catholic Family Center

· Developed an application for the Catholic Family Center focusing on the clinician's needs and the application's standard.
· Ideated from Safety Plan, Wireframes, Initial Individual.
· Prototyped users using the application for easy access.

Foundations of HCC Project   August 2020–December 2020
Design Thinking

· Followed Design Thinking's steps: Empathize, Define, Ideate, Prototype, and Test.
· Interviewed users about solutions and created prototypes to meet their solutions.
· Sketched out a Lo-Fi Prototype then designed a Hi-Fi Prototype using Figma.

Skills & Abilities

UX/UI Designing

· Prototyping
· Usability Testing
· Survey Design
· User Experience Design
· User Interface Design
· Accessibility/Interaction Principles
· Quality Assurance
· Test Scripts
· Performance Testing
· Functional Testing

Programming Languages

· C#
· Java
· JavaScript
· HTML/CSS
· Flutter/Darts
· PHP
· SQL
· Kotlin
· Swift

Software for Designing

· Adobe Photoshop
· Adobe Illustrator
· Adobe Premiere Pro
· Adobe Xd
· Figma

Software for Developing

· Microsoft Visual Studio
· jGRASP
· Android Studio
· XCode
· Adobe Dreamweaver

Technical Skills

· Trello
· GitHub
· Microsoft Office
· Google Drive/Docs