

Kelvin Ocampo-Diaz

Rochester, New York
(984)244-9356(TEXT ONLY) | (919)246-8627(VOICE CALL ONLY)
Kelviin.Ocampo@gmail.com
kelvinocampo-diaz.com & [linkedin.com/in/kelvinocampodiaz/](https://www.linkedin.com/in/kelvinocampodiaz/)

Objective

Seeking a CO-OP opportunity to work as a developer and accessibility support using UX/UI Design, Mobile Application Development, Accessibility, and Interaction Design knowledge gained from school.
Available Mid-May 2022 – December 2022

Education

Rochester Institute of Technology Expected December 2022

- Bachelor of Science, Human Centered-Computing (HCC)
- Related coursework: Prototyping & Usability Testing, Foundations of Human Centered-Computing, Foundations of Mobile Design, New Media Survey I & II
- GPA: 2.973

Work Experience

UX/UI Research Assistant Intern June 2021–August 2021

National Technical Institute for the Deaf - Research Center on Culture and Language

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

Projects

User Experience Club

January 2021

Catholic Family Center

- Developed an application for the Catholic Family Center focusing on the clinician's needs of the standard for the application.
- 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.

Foundations of Mobile

August 2020–December 2020

Web App and Dev Alpha

- Started wireframes on Figma then coded into Flutter software to develop a mobile application.
- Used Android Studio and XCode to develop and test mobile simulators.
- Presented to the audience about the development of mobile applications and participants' goal of usability.

Skills & Abilities

UX/UI Designing

- Prototyping
- Usability Testing
- Survey Design
- User Experience Design
- User Interface Design
- Accessibility/Interaction Principles

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