Kelvin Ocampo-Diaz

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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 InternNational 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.
- $\cdot\,\,$ 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
- iGRASP
- · Android Studio
- · XCode
- · Adobe Dreamweaver