

# JIANNE SOTO

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## SUMMARY

Aspiring Product and UI/UX Designer with a B.A. in Art and Design: Games and Playable Media and a minor in Technology and Information Management from UC Santa Cruz. Experienced in designing intuitive digital products through rapid prototyping, user research, and iterative testing. Skilled at merging visual storytelling with data-driven insights to create scalable, accessible, and engaging experiences for web, mobile, and interactive gaming platforms. Passionate about solving real user problems and contributing to innovative tech teams through thoughtful design systems and human-centered product strategy.

## SKILLS

- UI and UX design
- Wireframing and prototyping
- Interaction and responsive design
- Usability testing
- Adobe Creative Suite proficiency
- Figma expertise
- Design thinking principles
- User research and persona development
- Journey mapping and user flows
- Product strategy and prioritization
- Front-end development basics
- Agile collaboration

## EXPERIENCE

### LEARNING SUPPORT SERVICES

Santa Cruz, CA

#### Statistics Tutor

08/2024 to 08/2025

- Provided personalized tutoring sessions in statistics to enhance student understanding.
- Developed engaging lesson plans tailored to diverse learning styles and needs.
- Assisted students with homework, projects, and exam preparation strategies.
- Facilitated group study sessions to encourage collaborative learning and discussion.

### DISABILITY RESOURCE CENTER

Santa Cruz, CA

#### Exam Assistant

12/2023 to 06/2025

- Assisted in administering exams for diverse student populations.
- Monitored test environments to ensure compliance with established protocols.
- Provided support to instructors during exam setup and breakdown procedures.

### SOMECA

Santa Cruz, CA

#### Student Union Operations Coordinator

08/2022 to 06/2025

- Coordinated daily operations and schedules for efficient workflow management.
- Supported project planning by organizing meetings and preparing materials.
- Managed communication between departments to streamline information flow.

## EDUCATION

**BACHELOR OF ARTS: GAME AND INTERACTIVE MEDIA DESIGN**

06/2025

University of California, Santa Cruz, Santa Cruz, CA

## WEBSITES, PORTFOLIOS, PROFILES

- [linkedin.com/in/jianne-s](https://www.linkedin.com/in/jianne-s)

## ACTIVITIES AND HONORS

- Campus Sustainability Council (3 years)
- Chinese Student Association (1 year)
- Asian American and Pacific Islander Association (1 year)

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## ACCOMPLISHMENTS

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- Deans Honor Roll Winter 2023
- Deans Honor Roll Spring 2025
- Recognition of Contributions for SOMeCA
- Recognition of Contributions for Engaging Education (Retention Center)