

Danielle Luna

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Summary

UX/UI Designer with experience designing web and mobile applications. Skilled in user research, wireframing, prototyping, and usability testing. Proficient in Figma, Cursor, GitHub, and Vercel. Passionate about creating intuitive, accessible, and engaging digital products.

Skills

UX: User Research | Wireframing | Prototyping | Usability Testing | Information Architecture | Interaction Design | User Flows

UI: Figma | Responsive Design | Visual Design | Design Systems

Tools: Cursor | GitHub | Vercel | Agile | Collaboration | Cross-Functional Teamwork

Experience

H&C Painters — UX/UI Designer **Remote | Sept 2025**

- Designed and developed the website from scratch, creating intuitive user flows and wireframes for optimal usability.
- Implemented responsive UI and visual design to enhance user experience.
- Conducted competitive analysis to guide feature decisions and overall site structure.

StudyNest — UX Designer **Remote | Jan 2025**

- Developed mobile learning platform; feedback from 20+ usability tests.
- Created low/high-fidelity prototypes to improve onboarding.
- Presented designs & iterated based on feedback.

Olive Health & Wellness — UX/UI Designer **Remote | Dec 2024**

- Led user research & testing, 65% higher engagement.
- Designed wireframes, prototypes, and final UI.
- Collaborated with developers on responsive designs.

EDUCATION

CareerFoundry **Remote | April 2025**
UX Design Program