



Human-Computer Interaction Designer
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roromac.me

Seeking to create products that engage, connect, and tell meaningful stories.

Education

M.S. Human-Centered Design & Engineering
University of Washington
09/2020—06/2022

B.A. Design
University of California Davis
2018—2020

Experience

Placemaking University of California— Student Assistant
April 2019—June 2020
Involved in branding of program, locating grant funding, data collection of stakeholders, and creating online presence.

UC Davis—Student Researcher (Unpaid)
February 2019—December 2019
Encoded data for machine learning algorithms. Used pneumatic actuation and soft robotics to produce tactile interfaces.

UC Davis CSTEM—Graphic Designer
August 2018—December 2018
Created marketable materials in the forms of pamphlets, fliers, and programs.

ASUOP—Graphic Designer
August 2016—May 2017
Created graphics, posters, logos, and social media icons for organizations and events around university campus.

Integrated Development Group—Analyst (Unpaid)
September 2016—May 2017
Researched and analyzed data for nonprofit organizations to recommend improvements on efficiency and sustainability.

Facebook—Facilities Intern(Contract)
July 2016—August 2016
Collected data, organized inventory, and verified the accuracy of floor plans.

Skills

Adobe Creative Suite, Autodesk Maya, Python, HTML/CSS, Processing, Javascript, Arduino, 3D Printing, Photography
Figma, Invision