Jonah Venglarcik
UI/UX Designer

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Hi, I'm Jonah — I'm a UI/UX designer, a programmer, and a hobbyist game developer. I am a passionate and detail-oriented worker with the skills to both design and implement software. I am hoping to develop my design skills and gain more experience in front-end development.

Education

Bachelor of Science in **Computer Science**
University of Arizona ◆ Tucson AZ

December 2021
GPA 3.4

- ◆ **Coursework:** Human Computer Interaction, Full Stack Web Development, Databases, Discrete Mathematics, Operating Systems, Software Development, German
- ◆ **Languages:** Java, Python, C, C#, HTML, CSS, JavaScript, PHP, SQL, Processing
- ◆ **Extracurriculars:**
  - ◇ Secretary and Event Coordinator for the Game Developers Club. Participated and assisted in running club events like game jams and weekly meetings.
  - ◇ Created multiple games and application prototypes through game jams and hackathons.

Experience

Student Graphic Designer
University IT Services Mobile Team ◆ Tucson AZ

May 2018 — Present

Designed a comprehensive UI/UX overhaul of the University of Arizona's official mobile app, using Adobe XD, Illustrator, and Photoshop. Also assisted external teams (Trellis, College of Medicine, Eller College of Management) with additional design projects.

Conference Associate
Game Developers Conference ◆ San Francisco CA

March 2019

Helped the conference run smoothly by assisting speakers, admitting attendees into sessions, and answering questions on the expo floor while off-duty.

Website, RMA, Social Media, Sales
SWS Computers ◆ Tucson AZ

August 2017 — August 2018

Improved consistency of the store's website by updating all item pages with new standards for descriptions, images, and technical specifications. Overhauled the store's return merchandise authorization (RMA) process by implementing a table for tracking in-progress RMAs which can be sorted by ticket status.