

Computer science graduate with experience in User-Centered Design performing user research, user testing, and prototyping looking for a role as a UX Designer.

## EXPERIENCE AND PROJECTS

### Assist Me CareerFoundry

07/2017 – 06/2018

UX Immersion

- Conducted user research through in-person interviews to better understand problem
- Produced an affinity map to influence design solutions for better user experiences
- Performed controlled moderated usability testing and generated a rainbow spreadsheet to show usability problems
- Created mid to low-fidelity wireframes on paper and electronically through Balsamiq
- Conducted A/B and preference testing for onboarding/welcome screen designs
- Used Sketch to develop high-fidelity prototypes for iOS mobile format

### My Nursing Mayo Clinic

12/2017 – 03/2018

Rochester, MN

Nursing Web Operations - Contract

- Generated multiple design concepts for four specific feature implementations in desktop and mobile formats
- Created quick sketches and wireframes using whiteboard, post-its, pencil/pen and paper
- Developed high-fidelity prototypes for each feature in Adobe Fireworks
- Frequently met and discussed with developer regarding design options to ensure fluidity of implementation
- Produced clickable high-fidelity prototypes using InVision to showcase design
- Created design document outlining UI elements and design

### Quick Cards CareerFoundry

06/2017 – 07/2017

UX Fundamentals

- Designed a vocabulary learning app through User-Centered Design
- Interviewed potential users to gain an understanding of their needs and experiences learning new vocabulary
- Created and refined multiple wireframes to generate a prototype to test the application on users
- Generated task flows to show best path for user tasks
- Performed competitor analysis to understand strengths and weaknesses of similar applications
- Made a keynote presentation showcasing application design process revolving around user

### Good Company University of Minnesota

01/2015 – 01/2016

Design Methods for Computer Scientists

- Performed ethnographic research and brought findings to team to discuss environment of users
- Generated 150 ideas with team through ideation
- Met with clients multiple times for user interviews, testing, and feedback
- Storyboarded idea to team and showcased ideas and use cases through keynote presentation
- Collaborated with team to develop prototypes of application
- Refined application interface to reflect user feedback, test findings, and adjusted target users accordingly

## EXPERIENCE (CONT.)

### Visual Registration Tool for Student Registration

University of Minnesota

08/2014 – 12/2014

UI Design, Implementation and Evaluation

- Collaborated with team to conduct heuristic evaluation to determine usability problems
- Lead participatory user sessions for user experience insights
- Worked with development team to design UI solutions
- Resolved important UI issues found from usability testing and feedback

## EDUCATION

### Advanced Education CareerFoundry

09/2018 – 12/2018

Courses

- Frontend Development for Designers

### Certificate, UX Design CareerFoundry

05/2017 – Present

Courses

- Frontend Development for Designers
- UI for UX Designers
- UX Immersion
- UX Fundamentals

### B.S. Computer Science University of Minnesota

08/2012 – 05/2015

Courses

- Design Methods for Computer Scientists
- UI Design, Implementation and Evaluation
- Internet Programming (HTML, CSS)

## SKILLS & TOOLS

User Research

User Personas

Wireframing

Prototyping

Usability Testing

Information Architecture

Sketch

InVision

HTML

CSS

## LANGUAGES

Spanish

Upper-intermediate