

ARIDALY

UI / UX Designer focusing on creating positive user relationships with technology through intuitive and innovative design.

EDUCATION

- **CARNEGIE MELLON UNIVERSITY**
 - Master of Human-Computer Interaction August 2020
 - Bachelor of Fine Arts, Electronic And Time Based Media May 2019
 - University Honors
 - Study Abroad, Shanghai International Studies University Summer 2016

EXPERIENCE

- **LEARNSPHERE | UI / UX DESIGN INTERN** Summer 2019
Design and coded the [PL² research project website](#) from scratch. Created hi-fidelity designs for existing and new features of the PL² web app. Conducted user interviews and redesigned the Tigris analytical tool to improve usability.
- **CMU HISTORY RESEARCH | UI / UX DESIGNER** Spring 2019
Created a mobile app design in a team of five for [Assistant Professor Theriault's](#) research on the Manila traffic crisis, which will enable Manila research participants to crowdsource their transit information on a shared map.
- **TEAMLAB | INTERACTIVE TEAM INTERN** December 2018
Individually created a proposal and prototype of new projected content for teamLab's Tokyo [Borderless Museum](#) exhibit, [Aerial Climbing](#), after observing and analyzing user interactions with the existing exhibition.
- **DEEPLocal | SOFTWARE ENGINEER INTERN** Summer 2018
Developed and deployed client facing live statistics site for [Google Home Mini Golf](#) in a team of two. Created front and backend controls for a plotter UI as the software lead with an integration engineer and designer.
- **IONTANK | CREATIVE TECHNOLOGIST INTERN** Summer 2017
Created client facing concept deck for a Google installation. Worked individually from concept to execution to create a polished physical design prototype for large scale ceiling hung installation.

CONTACT

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SKILLS

- **UX RESEARCH**
 - Interviews & Observations
 - Usability Testing
 - Heuristic Evaluation
 - User Journey Mapping
- **UI / UX DESIGN**
 - Personas & Scenarios
 - Storyboarding
 - Wireframing
 - Rapid Prototyping
 - Visual Design
- **DESIGN TOOLS**
 - Adobe Suite
 - Photoshop
 - Illustrator
 - InDesign
 - XD
 - AfterEffects
 - PremierePro
 - Figma
 - Invision
- **CODING**
 - HTML & CSS
 - JavaScript & jQuery
 - Node.js
 - Git (Version Control)
 - Creative Coding
 - Unity3D
 - Processing, P5.js
 - Arduino, RPi