

ARIDALY

Product Designer experienced in developing inclusive solutions from conception to completion. I use my background in computational art to cultivate critical forms, concepts, and cross-disciplinary communication.

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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*
Studied Beginner Mandarin

EXPERIENCE

- **OASIS RECOVERY CENTER | MHCI CAPSTONE** *Jan 2020 - Present*
Product designer and project lead managing five designers to identify and create technological solutions that transform the addiction rehabilitation experience.
- **LEARNLAB | PRODUCT DESIGN INTERN** *Summer 2019*
Lead designer for educational research web applications. Headed the design and implementation of a key [research project website](#). Created [hi-fidelity UI designs](#) and style guide to improve usability and branding.
- **CMU HISTORY RESEARCH | UI / UX DESIGNER** *Spring 2019*
Designed a [mobile app](#) for research on the Manila traffic crisis in a team of five. Conducted preliminary user research and usability testing to create UI designs accessible to different socioeconomic classes.
- **TEAMLAB | INTERACTIVE TEAM INTERN** *December 2018*
Designed and developed a [Unity3D prototype](#) for an interactive projection in teamLab's Tokyo Borderless Museum. The prototype reimagines an existing exhibit to improve user engagement.
- **DEEPLocal | SOFTWARE ENGINEER INTERN** *Summer 2018*
Software lead for a [Google Cloud Space installation](#). Key front-end and back-end developer for two other shipped Google installations in a highly collaborative, fast-paced environment.
- **IONTANK | CREATIVE TECHNOLOGIST INTERN** *Summer 2017*
Designed, fabricated, and programmed a [physical prototype](#) to establish the creative direction for a large-scale client installation.

SKILLS

- **UI / UX DESIGN**
 - Wireframing
 - Prototyping
 - Visual Design
 - Motion Design
 - Design Systems
 - Illustration
- **UX RESEARCH**
 - Structured Interviews
 - Think Alouds for Usability
 - User Journey Mapping
 - Service Blueprinting
 - Personas
 - Storyboarding
- **DESIGN TOOLS**
 - Adobe Suite
 - XD
 - Photoshop
 - InDesign
 - Illustrator
 - AfterEffects
 - PremierePro
 - Figma
 - Invision
 - Notion (Project Management)
 - Funkify (Disability Simulator)
 - Stark (Contrast/Colorblind)
 - CAD & Digital Fabrication
- **CODING**
 - HTML & CSS
 - JavaScript & jQuery
 - Node.js
 - Git (Version Control)
 - Unity3D
 - Processing, P5.js
 - Arduino, RPi