

# ARIDALY

UI / UX Designer fostering positive user relationships with technology through inclusive and intuitive design.

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## EDUCATION

- CARNEGIE MELLON UNIVERSITY**

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

## EXPERIENCE

- LEARNSPHERE | UI / UX DESIGN INTERN**

Summer 2019

Principle designer for educational research web applications. Led 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 frontend and backend 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  
User Flow Maps  
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  
Funkify (Disability Simulator)  
Stark (Contrast/Colorblind)

- CODING**

HTML & CSS  
JavaScript & jQuery  
Node.js  
Git (Version Control)  
Unity3D  
Processing, P5.js  
Arduino, RPi