

ARIDALY

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

EDUCATION

- CARNEGIE MELLON UNIVERSITY**

MHI, Human-Computer Interaction

August 2020

BFA, Electronic And Time Based Media

May 2019

University Honors

EXPERIENCE

- CMU HISTORY DEPARTMENT | UX DESIGNER**

Present

Creating a mobile app design in a team of five for a CMU research project on the Manila traffic crisis. The app will enable Manila research participants to report and crowdsource emotional and logistical information on shared routes.

- TEAMLAB | INTERACTIVE TEAM INTERN**

December 2018

Individually created a proposal and prototype of new projected content for teamLab's [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.

NOTABLE PROJECTS

- CMU TO GO | COURSE PROJECT**

In Progress

Worked in a three person team to conduct user research on the food trucks along Carnegie Mellon campus for a responsive web design. Conducted interviews and observations, synthesized results, and created personas.

- TRANSPORTATION HUB | COURSE PROJECT**

Spring 2019

Designed an interactive display for a fictional transportation hub to dynamically show plane, ferry, and train transportation data. Analyzed data to create wireframes, interface, and motion designs.

CONTACT

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SKILLS

- UX RESEARCH**

Interviews & Observations
Usability Testing
Heuristic Evaluation

- UX DESIGN**

Personas
Scenarios
Storyboarding
Wireframing
Rapid Prototyping

- DESIGN TOOLS**

Adobe Suite
- Photoshop
- Illustrator
- InDesign
- XD
- AfterEffects
- PremierePro

Invision
Figma

- CODING**

Frontend
- HTML & CSS
- JavaScript & jQuery
- Bootstrap

Backend
- Node.js

Creative Coding
- Unity3D
- Processing
- P5.js

- Arduino, RPi

Git (Version Control)