

Alonso De La Torre Vega
UX/UI Designer

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Projects

Moodly Project Manager/UX Strategist Irvine, CA January 2020 – March 2020

IoT tool designed to promote good mental health using machine learning

- Conducted two main UX research methods and incorporated three rounds of prototype iterations
- Data analysis from our targeted audience gave us feedback for improvements in each iteration
- Accomplished extensive research on ML algorithms and proposed one similar with our mission

shopBLT UX Designer Irvine, CA January 2019 – March 2019

Human-computer interaction project on *shopBLT.com*

- Conducted UX/UI design practices on outdated and user-unfriendly e-commerce website
- Analyzed different competitors and managed user research, like surveys and interviews
- Utilized research data to identify different usability issues with website build proposal

PandaPlan Designer Irvine, CA January 2018 – March 2018

Improvement design project on scheduling website *When2Meet.com*

- Created brand-new system named PandaPlan, based on own take of what *When2Meet.com* should look like/how it should function
 - During 10-week period organized user research (surveys), built requirements (functional/nonfunctional), and created prototypes
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Education

University of California, Irvine 2015 – 2020

Bachelor of Science in Informatics

Specialization in Organizations and Information Technology

Studied abroad in Rome, Italy and Madrid, Spain through UCEAP 2018

Made the Dean's Honor List.

Skills

Sketch

Figma

Axure RP 9

Adobe XD

Bootstrap 4

Pug.js

HTML

CSS

Javascript