Armica Richelle Quejado

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EXPERIENCE

Experience Management Member and Designer at LEAD Filipino *San Jose, CA • 01/2024 - Present*

- Collaborated closely with cross-functional teams, including designers, project managers, logistics, and community outreach, to define clear summit goals and ensure seamless event execution for the Annual Fly Pinays Leadership Summit.
- Developed designs for various marketing materials, including social media flyers, to attract participants seeking financial assistance or volunteering opportunities.
- Crafted visual concepts, designs, and interactive products that aligned with the event's theme, leveraging design principles and best practices to enhance attendee communication and networking at the summit.
- Communicated effectively with colleagues to gather feedback and make revisions to designs as needed.

UX/UI Designer and Engineer for [SJSU Spartan Food Pantry Website](#) *San Jose, CA • 02/2023 - 08/2023*

- Designed a website that enhances the shopping experience for pantry users by providing real-time data, aiming to minimize in-store time and boost overall user efficiency within 7 months.
- Managed a team of 2 engineers, guiding meetings to promote open communication and idea sharing to foster a collaborative team environment using the agile development framework.
- Conducted a field study research by observing shoppers' engagement and understanding the user flow.
- Produced user personas and user journey maps based on user research to analyze user interactions with the pantry ensure and user-centric design solutions.
- Created prototypes to visualize and test the user experience of the website, ensuring optimal usability and functionality.
- Crafted the entire website using HTML, CSS, and JavaScript and transformed static web pages into dynamic, fully-functional web pages using PHP.

UX/UI Designer for [Ozone Invaders](#) *San Jose, CA • 01/2023 - 4/2023*

- Initiated a project that taught elementary students computer science concepts through a Scratch game that was released across 5+ partnered elementary schools with 100+ users.
- Established a team project plan for topic research, design, and quality assurance testing phases.
- Conducted feedback iterations with the programming team for game design enhancements and improvement in overall usability.
- Collaborated with cross-functional teams to translate ideas into actionable plans for the development of the video game.
- Managed the project using an agile environment to assure efficiency and quality delivery in 4 months.

College Corps Fellow at [SJSU College Corps](#) | California Volunteers *San Jose, CA • 08/2022 - 05/2023*

- Educated elementary grade students in under-served communities by teaching interactive computer science concepts with step-by–step directions, enabling them to gain computer literacy through coding.
- Developed program kits that enhance learning concepts by teaching Scratch programs with relevant hands-on materials.
- Engaged in regular team-building and leadership development exercises that strengthened cooperation, communication, and problem-solving skills.

SKILLS

Technical: Figma, HTML, CSS, JavaScript, PHP, SwiftUI, Canva, Wix, Git, SEO
Design: User Research, Wireframing, Prototyping, User Journey Mapping, Usability Testing
Collaboration: Agile Development, Slack, Jira, Google Drive, Microsoft Office Suite, GitHub

EDUCATION

B.S. in Computer Engineering at San Jose State University *San Jose, CA • 08/2023*
Meta - Introduction to Front-End Development Certificate *Online, 08/2023*
Google - Foundations of User Experience (UX) Design Certificate *Online, 06/2023*