

Armica Quejado

CONTACT

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EDUCATION

B.S. in Computer Engineering
San José State University
Graduated: 08/2023

UX Design Professional Certificate
Google
06/2023 - Present

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

EXPERIENCE

EXPERIENCE MANAGEMENT MEMBER AND DESIGNER

LEAD Filipino

01/2024 - 04/ 2024

- Collaborated closely with cross-functional teams, including designers, project manager, logistics, and community outreach, to define clear summit goals and ensure seamless event execution for the Annual Fly Pinays Leadership Summit.
- Developed designs using Canva for marketing materials, including social media flyers, achieving a 100% occupancy of scholarships slots and a rise in volunteer sign-ups compared to the previous year.
- Crafted visual designs and interactive products that aligned with the event's theme to enhance attendee communication and networking at the summit.
- Engaged in weekly communication with colleagues to collect feedback and promptly implement design revisions within a turnaround time of less than one week.

UX/UI DESIGNER AND ENGINEER

SJSU Spartan Food Pantry

01/2023 - 08/2023

- Designed a website that enhanced the shopping experience for pantry users by providing real-time data, aiming to minimize in-store time and boost overall user efficiency within 8 months.
- Lead 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 field research to observe shopper engagement and user flow, resulting in the creation of user personas and journey maps to analyze interactions within the pantry and ensure the implementation of user-centric design solutions.
- Created high-fidelity wireframes and prototypes using Figma to visualize and test the user experience of the website.
- Crafted the entire website using HTML, CSS, and JavaScript and transformed static web pages into dynamic, fully-functional web pages using PHP.

DESIGNER AND FELLOW

SJSU College Corps

01/2023 - 08/2023

- Initiated a project that taught elementary students computer science concepts through a Scratch game that was released across over 5 partnered elementary schools with over 100 users.
- Formulated a comprehensive project plan encompassing topic research, design, development, and usability testing, while facilitating iterative feedback sessions with cross-functional teams to enhance game design and improve game usability.
- Collaborated with cross-functional teams to develop concepts and prototypes for testing, fostering strong partnerships with the engineering, design, and curriculum team.
- Managed the project utilizing an agile environment to ensure efficiency and quality delivery within a 4-month timeframe.