CINDY BATRES

166 Berkeley St. Rio Dell, CA | 707.599.0663 | batrescindyj@gmail.com batresc.github.io

OBJECTIVE

To bring together a passion for design with a curiosity of computer science in order to develop accessible and functional interfaces.

EXPERIENCE

Humboldt State University

User Interface Designer for Citing Insights team | March 2019 to present

- Working closely with backend programmers to create an appropriate user interface
- Developing userflow for user path/journey
- · Creating multiple stages of wireframings
- Formulating responsive website design and color scheme
- Logo design

Freelance

Graphic Designer | August 2017 to present

- Conceptualized logo design
- Create design for products and services offered in local businesses

EDUCATION

B.A. Studio Art, emphasis on graphic design | Humboldt State University

- Explored and attended classes of the following topics:
 - -Graphic design (Adobe studio programs)
 - -Art history (topics in western history, queer and female artists, and museum practices)
 - -3D arts (oil painting, drawing, metalsmithing, mixed media)
 - -Computer Science working with languages such as JAVA, Python, and C++

Computer Science | Sonoma State University

- Explored and attended classes of the following topics:
 - Computer Science foundational courses that include working closely with C++, UNIX, and Python
 - Cognitive Psychology (viewing the complexity behind attention, memory, perception, etc).
 - -3D arts (oil painting, drawing, mixed media)
 - -Chicano Studies

EXTRACURRICULAR

Women in Computer Science Club, Vice President | Humboldt State University

• Served two semesters as vice president of WICS, a club dedicated to empowering women in the STEM field (particularly computer science majors) by offering support, tips, and study groups.

LANGUAGES

- Spanish [Fluent and experience in translating between Spanish and English]
- English [Fluent]

PROGRAMS

- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Adobe After Effects
- Balsamiq

OTHER SKILLS

- Wireframing (user flow, low, mid, and high)
- Userflow
- Iterative design