







Bobbie Ysabel Benedito

User Experience Designer

I'm a New York based User Experience Designer with a background in nanomaterials engineering and computer science. I apply my education in building physical products to digital product design and strategy.

Contact

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Skills

User experience design (UX)
User interface design (UI)
Interaction design
Design thinking
Competitive analysis
User stories
User workflows
User research
Information architecture
Wireframes
Prototyping
Usability testing
Visual design

Tools

Figma
Adobe Creative Suite
Sketch
InVision
HTML/CSS
JavaScript
AutoCAD

Experience

UX Designer | Suri & Huacaya

Apr 2020—Present, Remote

- Currently redesigning the website experience for a luxury apparel business.
- Conducting market research and developing content strategy to best convey the company's story to customers.
- Generating user stories, building user flows, and wireframing site pages.

UX/UI Design Trainee | Bloc

Oct 2018—July 2019, Remote

- Conducted user surveys and user interviews, both remote and in-person.
- Analyzed user research findings and created user personas, user stories, and user flows based on main insights.
- Ideated digital product concepts with sketches and wireframes.
- Built low and high fidelity mockups with Figma and Sketch through iterative feedback from users and mentors.

Research Associate | SUNY Polytechnic Institute

Aug 2017—Apr 2018, Albany, NY

- Conducted research to develop Microfluidic Intravital Window (MFIW), a device used to collect and image cancer cells
- Drafted 2D designs of device components in AutoCAD.
- Designed and ran experiments to characterize materials.

Education

University at Albany, SUNY

2014—2018

B.S. in Nanomaterials Engineering, Minor in Computer Science