Bobbie Ysabel Benedito

UX Designer

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About

I'm a New York based **UX Designer** with a background in nanomaterials engineering and computer science. I apply my education in building physical products to designing digital solutions.

Skills

UX design
Interaction design
Information architecture
Wireframing and prototyping
UX documentation
User stories and user flows
User research
Competitive analysis
Usability testing
UI design

Tools

Figma
Sketch
InVision
HTML/CSS
JavaScript
AutoCAD

Projects

Jumpstart | Web App Prototype
A web app that helps users bridge gaps in their career knowledge. Utilizes a chatbot to recommend relevant career development resources to users. Built in Figma.

Wardrobe | iOS Prototype
A mobile app that encourages users to be more intentional about their clothing. Users can track their clothes in a virtual closet, create new outfits, and save style inspiration. Built in Figma.

Experience

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

Research Associate | SUNY Polytechnic Institute
Jun 2015—Aug 2015, Albany, NY

- Conducted research to develop the NAno IntraVital Device (NANIVID), a diagnostic device used to collect cancer cells
- Modeled the device using 3D drafting software AutoCAD
- Gained experience working with a team in a lab environment

Education

University at Albany, SUNY
2014—2018
B.S. in Nanomaterials Engineering and Minor in Computer Science

Bloc
2018—2019
UX/UI Design