



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/UI design

Interaction design

Information architecture

Wireframing and prototyping

UX documentation

User stories and user flows

User research

Competitive analysis

Usability testing

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