



# 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

**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 track outfits worn, and save style inspiration. Prototype created with Figma.

## Experience

**Research Associate** | SUNY Polytechnic Institute

Aug 2017—Apr 2018, Albany, NY

Conducted research to develop the Microfluidic Intravital Window (MFIW), a device used to collect and image cancer cells for diagnostic and drug delivery purposes. Drafted 2D designs of device components in AutoCAD. Designed and ran experiments to characterize the polymer azobenzene for use in the device. Gained experience working with a team in a lab environment.

**Research Associate** | SUNY Polytechnic Institute

Jun 2015—Aug 2015, Albany, NY

Conducted research to develop the NANO IntraVital Device (NANIVID), a device used to collect cancer cells for diagnostic purposes. Modeled the device using 3D drafting software AutoCAD. Trained to work with cleanroom technology

## Education

**University at Albany, SUNY**

2014—2018

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

## Bloc

2018—2019

UX/UI Design