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# CAMILLA PORTO

UX/UI designer with a background in graphic arts and education.

Experienced in communicating complex concepts visually and skilled at crafting solutions creatively.

## Skills

- UX
- UI
- Wireframing and Prototyping
- Information Architecture
- User Research
- Design Thinking
- Usability Testing
- Front End Development
- Print Design and Production

## Tools

- Adobe XD
- Figma
- Balsamiq
- Illustrator
- Photoshop
- Marvel
- Html
- CSS
- JavaScript

## Education

- UX/UI Intensive, CareerFoundry 2022
- Graphic Design, Salt Lake Community College 2013
- Naval Architecture, Memorial University 2010

## UX/UI Projects

10/2021 – **Lumen, Health and Wellness App**

06/2022 CareerFoundry Case Study

- Applied a mobile-first approach and created a responsive web app to assist users in achieving their goals through habit tracking, meditation, and education.
- Engaged in user research, information architecture, collected and analyzed quantitative data to identify pain points and create an intuitive user experience.
- Reduced visual complexity and cognitive load by referencing WCAG and creating a consistent UI with consideration for accessibility.

## Work History

2016 - **Art and Design Teacher**

Current Mount Olympus Prep , Salt Lake City, UT

- Created and implemented a design curriculum.
- Inspired students and assisted in developing creativity and self-expression through the use of design principles.
- Taught students to identify key elements of style, intent and emotion when telling a story visually.
- Managed and iterated coursework for classes of 20 students.

2011 - **Graphic Designer**

2016 Self Employed , Salt Lake City, UT

- Designed graphics for websites, logos and promotions for marketing purposes.
- Used Adobe Creative Suite to create images and layouts.
- Employed design fundamentals when selecting typography, composition, layout and color in design work.
- Met with customers to present mockups and collect information for adjustments.