Sam Cazer
UI / UX Designer

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EXPERIENCE

Osprey Software, Boston MA
UI / UX Design Intern
May 2025 – Aug 2025

Designed front-end interfaces and UX solutions for AI Agents and big data platforms, contributing to product development and enterprise-scale sales proposals.

- Designed high-fidelity wireframes and prototypes in Figma for Osprey's AI Agent Development tool, improving usability, intuitiveness, and reducing navigation errors.
- Built AI chat and workflow features that streamlined file submission, automated analysis, and customizable outputs, boosting efficiency and user satisfaction.
- Developed a prototype interface for a big data presentation layer as part of a sales proposal, supporting the solutions engineering process for a Fortune 500 client.
- Innovated design processes by integrating AI tools, including a custom Co-Pilot agent that automated documentation and increased design team productivity.

RIT, Rochester NY
Student Graphic Designer
Aug 2024 – Present

Designed print and digital materials for campus initiatives.

- Designed visually engaging print and digital materials (posters, flyers, social media content, window decals) to support campus initiatives.
- Collaborated with cross-functional teams to deliver visual solutions aligned with user needs and campus-wide goals.
- Managed multiple design projects simultaneously, incorporating feedback into iterative udates to improve usability and the student experience.

New Media Club, Rochester NY
Media Manager
Apri 2023 – Present

Managed social media and engagement for a design club, showcasing UI / UX projects and coordinating design initiatives.

- Curated and managed social media content highlighting UI/UX projects and initiatives, strengthening the club's design presence.
- Analyzed engagement metrics to refine strategy and boost interaction within the design community.
- Organized interactive design challenges and collaborated with the design team to ensure consistent, human centered brand messaging.

EDUCATION

Rochester Institute of Technology
BFA in New Media Design
GPA: 3.84, Aug 2022 – May 2026

SKILLS

UX Design
UI Design
Product Design
Advanced Prototyping
Agentic Design
AI Design
Interaction Design
Design Systems
Prompt Engineering
Usability Testing
User Research
Responsive Design
Wireframing
Project Management
Motion Graphics
Collaboration

TOOLS

Figma Prototyping
Adobe Creative Cloud
Microsoft Copilot Studio
Wordpress
Cinema 4D
Spline
P5 Javascript
HTML
CSS

PROJECTS

Airline Booking Site
Sep 2025 - Current

California Digital License
Jan 2024 - Feb 2024

Vignelli Archive App
Nov 2023

AWARDS

Dean's List
Every Semester

Honors Student
Every Semester