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UX/UI Experience

Sustainable Tracker Dashboard - *Figma*

September 2021-December 2021

- Worked with a Sustainable Development Goals advocate to add traction to her website
- Utilized empathy maps to better understand the users' needs and what they would like to be informed about
- Created low-fi, mid-fi, and high-fi wireframes as well as a sitemap and task flow
- Researched into poverty graphs and statistics in order to portray accurate information
- Prototyped ideas through Figma to create an interactive dashboard with many different iterations

[Link to project](#)

Yummy Application - *Figma*

March 2021-June 2021

- Created an application for food recipe videos and tutorials for beginner and advanced chefs.
- Conducted research and user interviews to create a user friendly environment.
- Created storyboards, personas, mockups, and wireframes to organize thoughts and brainstorm ideas.
- Created a colorful and alluring logo to advertise the application
- Prototyped ideas through Figma using various iterations

[Link to project](#)

Yelp Mobile Application Improvements - *Figma*

March 2021 - June 2021

- Altered reviewing process so users will be given information that is relevant to their particular desires and wants.
- Provided a way to filter older reviews from newer ones, giving user a better understanding of the overall business.
- Prototyped a new layout with various iterations

[Link to project](#)

Education

Bachelor of Science in Cognitive Science, Specialization in Design and Interaction

University of California San Diego

2018-2021

Skills

- Knowledge in Figma, Procreate, Word, Powerpoint
- Strong in team communication skills and creativity
- Intermediate Spanish