

# Christian Paneda

## User Experience Researcher

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## Experience

### UX Designer & Web Developer, UMSI - Ann Arbor, MI

September 2020 - Present

- Handle all sketching, wireframing, prototyping, and user testing of website to communicate LGBTQ+ health issues and services to youth and providers
- Program responsive website using HTML, CSS, and JavaScript to improve accessibility for varying use cases by implementing WCAG 2.1 Guidelines
- UI/UX Designs were used as examples to teach students in the undergraduate and graduate Interaction Design classes for the university

### UX Researcher & Project Manager, Design Clinic UMSI - Ann Arbor, MI

September 2020 - December 2020

- Fall 2020 Client: IBM / Managed a team of four fellow student volunteers and collaborated with IBM, conducted competitive analysis and user research, created affinity maps, ideated solutions, applied human psychology concepts, and prototyped virtual, animated, and gamified activity to collect user insights for design teams at virtual conferences and meet business requirements. The design will be used for future IBM events.

### Product Research Analyst, University of California Los Angeles (UCLA)

May 2019 - May 2020 / Research Analyst Assistant, Jan 2019 - May 2019

- Developed web-based application with computer science department to enhance HIV prevention by automating tailored messages on app
- Managed databases containing medical data of 125+ study participants and conduct user research for web-based application for HIV intervention
- Conducted 35+ semi-structured interviews with HIV service providers in California for studies investigating barriers to clinical care
- Authored protocol papers and animated videos to illustrate methods, findings, and recommendations on technology, clinical care, and policy

### Graphic UI Designer, Office of Academic Multicultural Initiatives - Ann Arbor, MI

February 2018 - May 2019

- Commissioned to design materials for the first and second annual Asian Pacific Islander graduation ceremony at the University of Michigan to effectively communicate events and commemorate achievements

## Projects

### UX Writer, UX Collective

September 2020 - Present

- Write articles about UX and game design principles. Article about video game "Among Us" gained 10,000+ views in less than one week and is an editor's pick and a top article of all time: <http://bit.ly/among-ux>

### Product Designer, Tito Taglish

April 2020 - August 2020, National Federation of Filipino American Associations

- Utilized user research data and metrics, created personas, developed brand, designed mockups for Filipino language learning mobile app and coded responsive website | Article on UX Collective: <http://bit.ly/tito-taglish>

## Education

### University of Michigan School of Information (UMSI)

May 2022 - Ann Arbor, MI

Master of Science in  
Information, focus on  
Human Computer  
Interaction (HCI)

**GPA: 4.00/4.00**

### University of Michigan School of Public Health

May 2019 - Ann Arbor, MI

Bachelor of Arts in Public  
Health, Minor in Asian  
Languages and Cultures

**GPA: 3.91/4.00**

## Skills

### UX

Affinity Maps, Wireframing,  
Heuristic Evaluation,  
Personas, User Flows,  
Storyboarding, Usability  
Testing, Competitive  
Analysis, Prototyping,  
Information Architecture

### Design

Adobe Photoshop, InDesign,  
Illustrator, After Effects,  
Premiere, XD, Figma,  
InVision, Sketch

### Programming

HTML5, CSS, JavaScript,  
React, Python, Bootstrap

## Awards

**UMSI Full Merit Scholarship**  
(2020-2022)

**James B. Angell Scholar**  
(2017-2018)

**University Honors**  
(2016-2019)