EXPERIENCE

UX/ Product Designer | Hundy May 2016 - Present | San Carlos, CA

Designing the iOS native app for a FinTech startup.

Conducting market research, competitive analysis, and user interviews.

Strategizing user flow and information architecture.

Wireframing interactions and creating final mockups for production.

Prototyping with Xcode and Framer.

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Greater Los Angeles Area

EDUCATION University of California, Berkeley

Bachelor of Arts, Cognitive Science Graduated May 2014

BLOC

Claudette Ngai

UX/UI Design Apprenticeship Graduated October 2015

SKILLS Design

User Research Analytics Wireframing Mockups Prototyping User Testing

Development

HTML CSS / Sass Javascript jQuery Swift

Other

Product Management MATLAB

TOOLSET

Sketch | InVision | Framer Illustrator | InDesign

Mixpanel | JIRA | Git / Github Xcode | Zurb Foundation

Freelance UX/UI Product Designer

January 2016 - May 2016 | San Francisco, CA

Worked on multiple projects requiring user research, competitive analysis, wireframes, and UI mockups.

UX Designer and Product Manager | Found Eats January 2015 - June 2015 | San Francisco, CA

Performed an end-to-end redesign of the current vendor-facing website, re-conceptualizing and restructuring the site's organization and aesthetic.

Conducted user research with focus groups and individual interviews to create personas.

Analyzed behavior patterns in Mixpanel.

Produced both low and high-fidelity wireframes detailing the behavior of each feature.

Created final mockups in Adobe Illustrator.

Built prototypes using HTML, CSS and jQuery + Javascript.

Business Development Intern | Found Eats September 2014 - January 2015 | San Francisco, CA

Designed invitations, advertisements and emails for company events and general broadcasting.

Designed small features of the company website and created style guides.

Researched, acquired and maintained relationships with potential vendors and investors.