



## emerging product designer \* · °

UX researcher, designer, & developer passionate about designing for accessibility, inclusivity, and delight.



## education & certifications

May 2025	<b>Chapman University</b> Bachelors of Science in Software Engineering & Minor in Peace and Justice Studies
Mar. 2024	<b>Foundations of UX Design</b> Google Certification Issued March 2025 Credential ID MJAZ88PHD0LI
May 2025	<b>Intro to Web Development</b> Codepath Issued May 2025 <i>with Honors</i> Credential ID 277755



## Skills

### Creative

UX design · UI design · sketching · graphic design  
interaction design · product design  
Prototyping · illustration · storytelling  
& narrative design · wireframing · sewing  
& embroidery · doodling

### Tools

Figma · HTML/CSS/JS · Swift · Git/GitHub · Adobe  
Creative Cloud (Illustrator, Photoshop) · Google  
Workspace · Procreate · Trello · Jira · Webflow ·  
Notion · Miro · MS Office · Unity

### Logistical

Agile Methodology · Cross-functional teamwork  
User Advocacy & Ethical Design Thinking · Academic  
Presentation & Writing · Research



## hi! Let's connect!

[daisyland.design](https://daisyland.design)

[daisy.fernandez.zr@gmail.com](mailto:daisy.fernandez.zr@gmail.com)

[linkedin](#)

+1 (714)597-9404



## experience

### UI Interaction Designer & UX Research Assistant

*Uldeas Lab: Franceli Cibrian Ph.D.*

SPARK! Emotion Garden May 2025 – Present

- Designed smartwatch concepts supporting ADHD task completion and emotional regulation, with prototypes focused on accessibility and calming UI for children
- Collaborated with researchers to prototype gamified feedback loops and alert systems to align design with cognitive load, sensory needs, and behavioral science insights

### UX Researcher & Prototype Designer

*Uldeas Lab: Franceli Cibrian Ph.D.*

Harmonic Threads Mar 2023 – Mar 2024

- Co-led a research-driven design project exploring tactile and AR tools for neurodiverse learners in early education
- Designed and prototyped a smart-fabric-based Natural User Interface (NUI) to support sensory-friendly music learning
- Synthesized findings into a hi-fi prototype and co-authored a paper published in ACM; presented at UBICOMP '23



## projects

### UX/UI Designer & Front End Developer

Listen: Album Museum & Portfolio (LAMP)

- Led creative direction and UX strategy for an interactive album museum web platform showcasing music as digital storytelling
- Designed wireframes, UI components, and branding assets in Figma; currently developing responsive frontend, using HTML/CSS/JS

### Game UI Designer & Narrative Lead

Zach Can't Have Peanuts!

- Led narrative development and UI design to design an inclusive, interactive story-based game to educate children about allergies and empathy
- created assets in Figma and Photoshop, contributed to in-game overlays and UI in Unity-based prototyping

### Creative Director & Designer

Covalent Therapy

- Designed branding system for wellness practice, reflecting themes of care, communication, and trust
- Created visual assets including logo, color palette, and printed materials to support professional identity