

EXPERIENCE

UX/UI Design Intern

Verizon

Jun 2017 - Aug 2017

- Created wireframes and mockups for a proof of concept to leverage innovative technology for digital products and mobile apps
- Ensured a consistent platform for users by analyzing and optimizing user flow and conducting Visual QA on a new product launch
- Software used: Sketch, Zeplin, Illustrator

Backend Developer Intern

Verizon

Jun 2016 - Aug 2016

- Developed a mobile user application for a lightweight authentication platform in ASP.Net/C#, Javascript, and Oracle Database
- Implemented more HTTP services using ASP.Net Web APIs
- Reduced multiple authentication flows from three sources into one simple entry point

Student Network Technician

UNLV Network Engineering

Feb 2016 - Present

- Configure switches, routers, access points and other network hardware
- Assist with UX/UI design for in-house applications using Illustrator
- Troubleshoot and network maintenance

Student Help Desk Technician

UNLV Help Desk

Jun 2014 - Feb 2016

- Provided technology account support, as well as computer support for university staff, employees, and students
- Assisted entire campus through phone and field work

Web Design Intern

Qualifyor

Jan 2014 - May 2014

- Worked on graphic design, UX/UI Design, and web development for various clients in the community
- Created projects using HTML/CSS/Javascript, Illustrator, Photoshop

PROJECTS

UNLV Guest Wifi Portal Redesign

- Redesigned UNLV's guest wifi portal to align with UNLV's current branding and style (portal serves over 4,000 students & staff per day)
- Increased efficiency by removing unnecessary information and updated the UI structure to provide straightforward instructions
- Wireframes and mockup created in Illustrator

Smart Health Scan

- Created a mobile app UI (proof of concept) during UX/UI internship at Verizon that displayed nutritional results from scanning an item via phone
- Incorporated ad suggestions that were relevant to scanned item as the main source of revenue for the app
- Wireframes and mockups created in Sketch

HTML5 Canvas Paint Application

- Developed a browser based paint application that allows users to customize brushes and shapes with different colors, line widths, & styles
- Created in HTML5, Javascript, CSS

EDUCATION

B.S. Computer Science

Expected graduation: May 2018

University of Nevada, Las Vegas (UNLV)

UX SKILLS

User Experience / Research (UX)

User Interface (UI)

Wireframe / Mockup / Prototype

Usability Testing / Interviews

Sketch / Zeplin

Adobe Illustrator/Photoshop

InVision

TECHNICAL SKILLS

Proficient: HTML5/CSS, C++

Intermediate: Python, Java, Javascript, MySQL

ACCOMPLISHMENTS

First Place: Convention Logistics Tracker 2017 Computer Science Senior Design

- Served as main UX/UI designer on the team and one of the Android app developers
- Designed the logo and UI for the app and maintained a cohesive branding between the app and web portal
- Integrated the app with team's self built REST API to display conference news, exhibitors list, floor plan and conference schedule

UNLV Excellence Scholarship 2014-2018

REFERENCES

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