

LOUISE DEPA

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EDUCATION

University of Michigan School of Information , Ann Arbor, MI <i>Masters of Science in Information; Focus in UX Research and Design</i>	May 2027
• Relevant Coursework: Problem Solving with Information, UX Foundations	

Michigan State University , East Lansing, MI <i>Bachelors of Arts in Experience Architecture; Minor in Graphic Design</i>	August 2023
• Relevant Coursework: Advanced Web Authoring, Digital Rhetoric, Interaction Design	

PROFESSIONAL EXPERIENCE

UX Designer, Santos Creations Educational Foundation , Remote	December 2024 - July 2025
• Designed 10+ mockups for large-scale nonprofit website (NES Africa) in Figma, creating key pages and multiple user portals for judges and nominees.	
• Prototyped critical user flows including portal sign-up and nominee voting, collaborating weekly with designers to deliver assets to the development team.	
AI Trainer & Writing Reviewer, Outlier , Remote	February 2024- March 2025
• Reviewed and edited AI-generated content and chat logs for safety, grammar, factual accuracy, and relevance to enhance user interaction quality.	
• Promoted from Contributor to Reviewer within three months based on performance quality.	
Instructional Design Intern, Michigan State University , East Lansing, MI	September 2022 - May 2023
• Designed consistent document templates using Microsoft Office and Adobe Suite for College of Osteopathic Medicine to streamline departmental communications.	
• Developed accessible teaching materials and guides in Microsoft Office and D2L, ensuring WCAG compliance for professors, students, and other users.	
User Experience Intern, Elk Electronics , Remote	June 2022 - August 2022
• Designed branding style guide in Figma to establish consistent design standards across future products.	
• Created wireframes and mockups of the mobile app in Figma for stakeholder presentations.	
• Developed a user-facing website using GoDaddy to improve customer access to product information.	
• Produced branded document and slide deck templates in Adobe InDesign and Photoshop for the marketing team.	

PROJECT EXPERIENCE

UX Designer, Cozy Corner - +Tech Innovation Jam , Ann Arbor, MI	October 2025 - November 2025
• Designed mid-fi and high-fi wireframes in Figma for a game-based mental health mobile app, integrating chat therapy, minigames, journaling, and social features.	
• Illustrated user flows in Figma and created 3D character designs in Blender to enhance visual storytelling and user engagement	
• Conducted user surveys to identify barriers to mental health support, informing our design strategy.	
• Pitched a comprehensive product strategy and design vision slide deck to an industry panel, collaborating with a team of three over a six-week design jam.	

SKILLS

Design: Figma, Sketch, Blender, Adobe Creative Suite, Wireframing, Prototyping, User Flows, 3D Modeling, Interface Design

UX: User Research, Usability Testing, User Interviews, Competitive Analysis, UXTweak, Optimal Workshop

Development: HTML, CSS, JavaScript, Python, GitHub, WCAG, GoDaddy, Webflow, WordPress

Collaboration & Documentation: FigJam, Miro, Technical Writing, Content Editing, Pitch Presentations, Agile Methodology, Microsoft Suite