ELENA ARAGON

UX/UI DESIGNER

CONTACT

301.768.5262

elena.aragon16@gmail.com

Charlotte, NC

https://elena-aragon.github.io

EDUCATION

B.A. in Psychology & Sociology

Colgate University Hamilton, NY | Class of 2016

SKILLS

- UX Design
 - o User Surveys
 - User Personas
 - Wireframes
 - o Prototyping
 - Usability Tests
 - User Flows
 - Whiteboarding
- Visual Design
 - o Branding
 - o Information Architecture
 - o Design Systems
 - o Responsive Designs
 - o Hi-Fi Mockups
- Tools
 - o Figma/FigJam
 - o Adobe XD
 - o Sketch
 - Invision
 - Lucidchart
 - o Miro

EXPERIENCE

PRODUCT DESIGNER

LEVVEL.IO | CHARLOTTE, NC | JAN 2020 - PRESENT

- Worked as sole designer to create Dock App for international cold storage company. Dock App was a part of an app suite for the client.
- Created personas, flows, and designed wireframes and mockups.
- Wrote the script for Dock App voice flows ensuring that vernacular and speech patterns were consistent.
- Presented work to the stakeholders weekly incorporating feedback into designs.
- Created and hosted workshops for entire LinOS design team.
- ConductedUser Testing to ensure our product meets the users' needs.
- Acted as Co-Chair for the Design Team Social Committee to create quarterly bonding events.
- Participated in 5 peer mentorships, twice as mentor and thrice as mentee.
- Created and participated in the Onboarding Buddy program.
- Published two articles about design on Levvel's blog.

UX/UI DESIGNER

COMPASS GROUP | CHARLOTTE, NC | FEB 2019 - JAN 2020

- Worked on 8 design projects with 3 designers in varying stages of completion.
- Started projects by gathering requirements, whiteboarding, wireframing, conducting usability tests, creating hi-fi mockups, and working with dev team.
- Joined some existing projects working within style guide to expand functionality.
- Worked directly with client, dev team, SME's, BA's, and QA team.

UX/UI DESIGNER

RIDDLEMECASH | CHARLOTTE, NC | DEC 2018 - MAR 2019

- Worked as only designer for start up creating their app from start to finish.
- Gathered requirements, conducted research, created flows, and designed wireframes and mockups.
- Created company branding, color scheme, typography and logo design.
- Conducted design reviews with offshore development team.
- Met frequently with client incorporating feedback in the design.

UX/UI DESIGN STUDENT

BLOC.IO | CHARLOTTE, NC | MAY 2018 - FEB 2019

 Completed full time immersive educational program accruing 1,000+ hours of class time and real world design projects.