

Frances Peters

Boston, MA | petersfrances3@gmail.com | +1 937 694 0535 | Availability: Present - Dec. 2026

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Summary

Designer passionate about solving ambiguous problems through user-centered design and creative solutions. Values design grounded in real user research and aligned with company identity. Collaborative leader with skills in leading multiple design projects from concept to completion.

Education

Northeastern University

Sept. 2023 – Present

Candidate for Bachelor of Science in Computer Science and Design

GPA: 3.63/4.0 | Dean's List

Coursework: User Experience Design | Human Computer Interaction | Typographic Systems | Graphic Design Principles | Designing Interactive Experiences | Interaction Design Principles| Identity and Brand Design

Skills Summary

Design: User Experience Design | Interface Design | UI Reviews | Product Design | Wireframing | Prototyping

Research User Research | Qualitative Research | Competitive Analysis | Usability Testing | Heuristic Evaluation

Tools: Figma | Adobe Creative Suite | HTML/CSS | JavaScript | Git | VSCode | React Native | Java | Jetpack

Compose

Experience

Mobile Application Designer and Engineer

June 2025 – Dec. 2025

Ahold Delhaize

Quincy, MA

- Developed an internal Android application for in-store employees using Kotlin Jetpack Compose with a focus on performance, scalability, and intuitive user experience
- Designed and implemented a reusable UI component library to support consistent design patterns across the app
- Collaborated with designers and engineers through UI reviews to iterate on and refine interfaces
- Utilized Git for version control, including branching and peer code reviews as part of a collaborative workflow
- Worked within an Agile development environment, contributing to sprint planning, stand-ups, and retrospectives to deliver high-impact features efficiently

Lead UX/UI Designer

Sep. 2025 – Jan. 2026

SCOUT

Boston, MA

- Directed a team of designers in collaboration with The Student Kitchen to develop and launch a custom brand identity, logo, and website
- Mentored student designers on Figma best practices, supporting efficient workflows and consistent design systems
- Collaborated closely with developers to translate design intent into implementation, conducting UI reviews to ensure quality and alignment
- Applied user-centered design methods, including competitor analysis, user flow mapping, and low-fidelity prototyping, to inform design decisions

UX/UI Designer

June 2024 – Aug. 2024

Museum of Science and Industry

Seattle, WA

- Collaborated with stakeholders to evaluate the limitations of the museum's static map design and identify opportunities for improvement
- Conducted user-centered research through interviews with museum-goers to understand their needs and challenges
- Brainstormed solutions using storyboarding, user flow mapping, and low-fidelity prototyping
- Led the design team in developing an interactive prototype in Figma, integrating preexisting museum gallery maps to allow users to compare and contrast multiple exhibits
- Performed usability testing with 4 participants to identify design weaknesses and set goals for future iterations