

Frances Peters

Boston, MA | petersfrances3@gmail.com | +1 937 694 0535 | Availability: June 2025 - Dec. 2025

<https://www.linkedin.com/in/frances-peters-northeastern/> | github.com/francespeters | www.francespeters.com

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: 3.52/4.0 | Dean's List

Coursework: User Experience Design | Human Computer Interaction | Typographic Systems | Graphic Design Principles | Designing Interactive Experiences | Object-Oriented Programming | Algorithms & Data Structures

Skills Summary

Design: User Experience Design | Interface Design | Service Design | Product Design | Wireframing | Prototyping

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

Software: Figma | Adobe Creative Suite | HTML/CSS | JavaScript | Git | VSCode | React | Java | Microsoft 365

Experience

Host

Aug. 2024 – Jan. 2025

Row 34

Boston, MA

- Managed front-of-house amenities in a fast-paced environment, answered phone calls, organized seating charts
- Handled reservations to seat over 180 guests each night
- Welcomed and seated guests over 49 parties using interpersonal skills to create a hospitable environment involving de-escalation of tension to manage conflict for guests

UX/UI Designer

Aug. 2024 – June 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
- Presented the final design to stakeholders and an audience of 50+ students

Projects

SESH - Skate Spot Locator

Nov. 2024 – Present

- Designed and developed an iOS and Android mobile application to help skateboarders locate skate spots within their geographic area
- Created the user interface using Figma, and learned how to use React Native to program the frontend
- Maintained data in a JSON file to store and manage skate spot locations, ensuring reliable information for users; Currently implementing a scalable database with PostgreSQL for future expansion

NextStop AR

Feb. 2025 – Mar. 2025

- Lead a team in designing an interactive prototype in Figma for an augmented reality navigation app to improve wayfinding in T stations
- Conducted user research and analysis to identify pain points in navigating the Boston T system
- Followed an iterative design process involving user profiles, ideation, wireframing, and prototyping