

Regine Thimothée

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SUMMARY

I am a User Experience Designer with a robust foundation in web application development spanning 3 years. Having recently transitioned into UX, I am passionate about leveraging my technical knowledge to bridge the gap between design and development. My focus is on solving creative user problems through innovative and user-centric solutions.

EXPERIENCE

Product Designer at KDJT Solutions, Apr 2024 – May 2024

- Designed a requirements dashboard for Test Wise to address growing task complexity for clients
- Conducted competitive analysis to gain industry insights, understand key competitors, and identify unique differentiators for our requirements dashboard.
- Collaborated closely with the client to identify and address essential features for the requirements dashboard.
- Delivered impactful UX design artifacts, including wireframes and high-fidelity prototypes.

Lead User Experience Designer and Developer, NaturalU, Nov 2020 – Present

- Conducted in-depth user research on the psychological impacts of hair-related frustrations among Black women.
- Produced UX design artifacts, including sketches, high-fidelity prototypes, and user flows, to visualize the application's architecture effectively.
- Led the end-to-end process of a mobile application, from initial design stages to full development.

Associate Application Developer at ADP, Jul 2022 – Present

- Engineered a robust API using C# to enhance system functionality.
- Partnered with the design team to execute updates for ADP's Run product using React, Node, and Express, tailored to enhance functionality and user experience for small businesses.
- Conducted rigorous unit testing with Mocha, Chai, and Jest to ensure software reliability.

PROJECTS

Gatherly, Jul 2023 – Feb 2024

- Developed a community app using research-driven methods to tackle the 58% of young adults experiencing high psychological stress, leading to improved mental well-being and user engagement

SKILLS

Figma, Miro, Wireframing, Personas, User Interviewing, Storytelling, Prototyping, User Flows, User Research, Competitor Analysis, User Interface Design, Information Architecture, Usability Testing, UX Writing, Visual Communication, HTML5, CSS3, TailwindCSS, React, Javascript, Software Design Patterns, Github / Github Desktop, Storybook, Trello, Unit Testing, Node, Express, C#

EDUCATION

B.S. in Web and Mobile Computing

Rochester Institute of Technology, Aug 2017 – May 2022

UI/UX Design Certificate

Springboard, Jul 2023 – Jun 2024