Regine Thimothee
User Experience Designer

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UX Designer with **3 years of web development expertise**, bridging design and development **to craft seamless, scalable, and consistent digital experiences.**

Experience

Lead UX Designer and Developer | NaturalU | Founder
11/2020 - Present

Educational app I founded and continue to develop, fostering open discussions on natural hair through community-driven video content and Q&A.

- Conducted research with 200+ Black women, revealing insights that shaped targeted solutions and defined user personas.

- Designed wireframes, user flows, and high-fidelity prototypes in Figma, streamlining information architecture and UI, which enhanced usability and reduced user friction in the final product.

- Utilized React, TailwindCSS, and JavaScript to develop a responsive mobile app, seamlessly integrating design with the codebase, improving performance and user engagement.

Product Designer | KDIT Solutions | Contract
04/2024 - 05/2024

B2B enterprise solutions provider for IBM Maximo/ERP, streamlining workflows, ensuring compliance, and enhancing user adoption

- Developed a dashboard for Test Wise, enhancing efficiency for 20+ project managers by implementing insights from competitive analysis of key industry players.

- Created 12 wireframes and high-fidelity prototypes in Figma and utilized Miro for team collaboration.

- Presented the final design solution to KDIT's president, garnering positive feedback.

Software Engineer | ADP | Full-time
07/2022 - 12/2024

Leader in payroll, HR, and workforce solutions, serving businesses of all sizes, including Fortune 500 companies.

- Engineered a C# API for ADP, optimizing the onboarding process for 20,000+ new clients, and implemented unit testing protocols for improved reliability.

- Collaborated with UX teams to update ADP's Run product using React, Node, and Express, enhancing usability and performance for 800,000 small business clients.

- Implemented comprehensive unit testing protocols using Mocha, Chai, and Jest, achieving a 95% test coverage rate.

Skills

Design Skills:

User Research & Testing:
Personas, User Interviews, Usability Testing, Competitor Analysis

Visual & Interaction Design:
User Interface Design, Information Architecture, Interaction Design, Design Systems, Site Maps, Mood Boards, Wireframes, Prototyping, User Flows, Mockups

Development Skills:

HTML, CSS, TailwindCSS, React, Javascript, Node, Express, C#

Tools:

Figma, Miro, Trello, Jira, Google Suite

Education

Springboard
UI/UX Certificate

Rochester Institute of Technology
B.S Web and Mobile Computing

UX Projects

Gatherly

- Enhanced mental well-being and engagement by designing a community app addressing the 58% of young adults experiencing high psychological stress.

- Delivered data-driven UX artifacts, including user flows, wireframes, and prototypes, streamlining the design process for targeted solutions.

- Improved design decision-making by developing user research protocols and conducting interviews that directly informed design strategies.

Gallery Pal

- Increased user engagement by crafting an app to elevate museum visits, leveraging sketches, storyboards, interviews, and prototypes.

- Delivered innovative solutions within a five-day framework using the Google Ventures Design Sprint method, driving user-centered outcomes.

- Facilitated breakthrough ideas through ideation techniques like Crazy 8s and How Might We, creating impactful design solutions.