



Regine Thimothée

User Experience Designer

User Experience Designer with 3 Years of Web Development Experience,
Passionate About **Bridging the Gap** Between Design and Development

EXPERIENCE

Lead UX Designer and Developer

November 2020 - Present

NaturalU, Self-Employed

- Conducted research on the psychological effects of hair-related issues, gathering data from over 200 Black women to inform targeted solutions.
- Produced UX design artifacts, including sketches, high-fidelity prototypes, and user flows, to visualize the application's architecture
- Led the end-to-end process of a mobile application, from initial design stages to full development.

Product Designer

April 2024 - May 2024

KDIT Solutions, Externship

- Developed a dashboard for Test Wise, a tool used by 20+ project managers to enhance efficiency and communications.
- Conducted competitive analysis of 4 key industry players, identifying unique features for the requirements dashboard that improved product positioning and informed strategic development decisions.
- Delivered 12 UX design materials, including wireframes and high-fidelity prototypes, which received positive feedback from the president of KDIT Solutions.

Software Engineer

July 2022 - Present

ADP, Full-time

- Engineered a C# API that integrated with existing software, streamlining ADP's onboarding process for 20,000 new clients.
- 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 800,000 small business clients.
- Implemented comprehensive unit testing protocols using Mocha, Chai, and Jest, achieving a 95% test coverage rate.

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SKILLS

Design Skills:

Figma, Miro, Wireframing, Personas, User Interviewing, Storytelling, Prototyping, User Flows, User Research, Competitor Analysis, User Interface Design, Information Architecture, Usability Testing, UX Writing, Design Thinking, Site Maps, Mockups, Design Systems, Mood boards, Interaction Design

Development Skills:

HTML, CSS, TailwindCSS, React, Javascript, Software Design Patterns, Github / Github Desktop, Storybook, Trello, Unit Testing, Node, Express, C#

EDUCATION

Springboard

UI/UX Certificate

Rochester Institute of Technology

B.S Web and Mobile Computing

UX PROJECTS

Gatherly

Built a community app to reduce stress, creating UX artifacts and user research.

Gallery Pal

Designed an app to improve museum experiences using storyboarding, interviews, and ideation techniques.