Regine Thimothee

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SUMMARY

User Experience Designer with a foundation in web app development spanning 3 years, specializing in customized HCM solutions for small businesses. Currently transitioning to focus on UI/UX design. Skilled in front-end technologies and user research, proficient in creating impactful artifacts such as user flows, personas, sketches, wireframes, and prototypes.

EXPERIENCE

Lead User Experience Designer and Developer at NaturalU , Freelance*, Nov 2020 - Present*

A hair education mobile app

- 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 at KDIT Solutions, Contract, *Apr 2024 - May 2024*

A B2B company specializing in delivering AI-driven automation and training

- 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 at ADP, Full-Time, *Jul 2022 - Present*

HCM solutions company

- 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.

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#

SOFT SKILLS : Critical Thinker, Public Speaking, Cross-functional Collaboration, Written/Verbal Communication, Developer Communication, Presenting, Stakeholder Relations, Organization

UX PROJECTS

Gatherly

A mobile app focused on building community

- Developed a community app to address the 58% of young adults with high psychological stress, enhancing mental well-being and user engagement
- Produced data-driven UX artifacts, including user flows, sketches, wireframes, and prototypes.
- Developed user research protocols and conducted interviews to inform design thinking.

Gallery Pal

A mobile app focused on enhancing museum visiting experience

- Crafted an app to elevate museum experiences through sketches, storyboarding, user interviews, and prototyping, resulting in enhanced user engagement.
- Utilized the Google Ventures Design Sprint method to craft innovative and user-centered design solutions within a five-day framework.
- Utilized ideation techniques such as Crazy 8s and How Might We to craft innovative design solutions.

EDUCATION

UI/UX Design Certificate, Springboard, *Jul 2023 - Jun 2024*

B.S. in Web and Mobile Computing , Rochester Institute of Technology, *Aug 2017 - May 2022*

- Attended Human-Computer Interaction classes to learn UX/UI fundamentals, user-centered design, and usability testing. Conducted user research and gained hands-on experience with prototyping tools.