# Jessica del Rosario

# **UX/UI** Designer

I strive to create intuitive yet elegant design solutions for problems that will improve lives.

# Experience

## UBC Faculty of Applied Science UX/UI Design Intern

May 2020 - Present | Vancouver, BC

Currently building the design system for UBC APSC, while conducting UX research for and designing our online platform as we undergo a rebranding. As the project leader for most of our websites, I have learned how to work with and manage cross-functional teams of developers and marketing coordinators to define guidelines for implementation.

## Involvement

#### nwPlus UX/UI Designer

May 2020 - September 2020 | Vancouver, BC

I was the design lead for HealthX, a hackathon encouraging collaboration between students in health and computer science to create products that will improve technology within medicine and research. I defined the design direction, organized meetings between design and development, and tested our products for accessibility.

#### **UBC Launch Pad** UX/UI Designer

September 2019 - May 2020 | Vancouver, BC

Collaboratively created apps with an interdisciplinary team of developers, business strategists, and designers, while learning how to communicate my design decisions effectively. I conducted user research/tests, created wireframes/prototypes, iteratied upon feedback and established product branding.

#### **UBC Student Communications** UX Researcher

April 2019 - September 2019 | Vancouver, BC

I used mixed user testing methods and interviews to identify issues and create solutions for users interacting with UBC online platforms. I learned how to produce full case studies, research presentations, analyze user data, and report to designers for future changes.

# Projects

#### Mindset

September 2020

I collaborated with the CEO to design the app store previews for Mindset4Dementia, a product aimed towards making dementia care more accessible to everyone.

Cmd-f 1st Place + Best Project Educating Young Women on Finance

March 2020

MoneyBee: Within 24 hours, I worked with a team of developers to create a mobile app that educates the youth on finance through mini-games. This project was part of an all-female hackathon geared towards supporting women in the field of technology.

#### BizHacks 3rd place

February 2020

Blue Pocket: an Android app extension that brings Best Buy's 'Blue Shirt' service to their online shopping experience.

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## Skills

## **Design and Research**

Wireframing & Prototyping
Interaction Design
Storyboarding
Illustration & UI Graphics
User Interviews
Contextual Inquiry
Persona/Scenario Development
Usability Testing
Data analysis

## Tools Programming

Sketch HTML InVision CSS Figma Javascript

Adobe XD
After Effects
Adobe Dimension
Illustrator
Procreate
Blender (novice)

#### Education

#### **University of British Columbia**

September 2017 - Present

B.S. Behavioural Neuroscience

## Activities

#### **UBC Music Initiative** Executive

September 2018 - December 2019

Enhanced the UMI website using UX design principles, and involvement in community outreach concerts.

#### Visual Cognition Lab RA

May 2019 - August 2019

As a research assistant, I ran visual interface experiments and analyzed data to investigate potential methods to improve visual search and display.