Judd Gatbonton
Developer + UI/UX Designer

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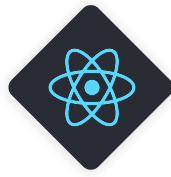## SKILLS

| JavaScript | HTML5 | CSS3 | React.js | Sketch | git | Wireframing | Design Thinking |

ADDITIONAL SKILLS Interaction Design · Interface Design · Experience Design · Web Design · Information Architecture · InVision · Usability Testing · Rapid Prototyping · Storyboarding · Java · C++ · Unix · jQuery · Heroku · Node.js

EDUCATION

University of California, San Diego — Graduated June 2018 · In-Major GPA: 3.50

B.S. Cognitive Science - Human Computer Interaction
Minor: Computer Science

EXPERIENCE

No Desk Project - UX Design Lead — September 2018 - Present
- UX Design Intern — August 2018 - September 2018

• Work closely with management to design wireframes and mockups

• Implement intuitive design workflows

• Research design standards and suggest enhancements to engineering team

• Polish existing UI with best practices

• Make data driven decisions through analytics

CAIDA - Webmaster Assistant — August 2017 - October 2017

• Researched and indexed CAIDA papers, creating files in YAML format and integrating files into CAIDA database

• Utilized HTML/CSS to maintain pages with lists of papers using CAIDA data

PROJECTS

Guiltea Cravings Website

• Worked as a developer & designer to build a redesigned website for a San Diego boba shop

• Implemented site utilizing JavaScript, HTML5, CSS3 along with JavaScript plugins and APIs

• Applied interviews with the client and users, competitive analysis, user testing, wireframing, iterations

Explore SD

• Utilized HTML5, CSS3, JavaScript to create a web app focused on a map feature that allowed users to plan an itinerary for visiting San Diego

• Employed the design process from storyboarding, wireframing, prototyping, iterations to full implementation

• Worked primarily on the client-side with the UI in the main screens of the app, and used the Leaflet API and jQuery among other tools to create the map, custom markers, and routing feature

Flow by Halo

• Developed an interactive high-fidelity prototype that cultivates accountability and collaboration within a group

• Facilitated technology implementation, using tools such as Sketch and InVision

• Incorporated the design process with user research, storyboarding, wireframing, usability evaluation, and iterations

ORGANIZATIONS & LEADERSHIP

Founder and Treasurer @ Academic Connection of Engineers

• Started a non-profit organization aimed to create a social and academically collaborative network among undergraduate engineering students at UCSD

• Handled monetary affairs of the organization, including hosting fundraisers and philanthropic events

Alternative Breaks

• Partnered with the International Children's Outreach, a nonprofit organization aimed towards helping children in underdeveloped communities globally

• Worked at an orphanage in Jamaica dealing with issues of education, community development, and youth empowerment

Fraternity Ritualist/Educator @ Lambda Chi Alpha

• Educated members on leadership, integrity, service & stewardship, and self-development throughout each academic quarter