


# Janide Rene

## UX/UI Designer

 Washington, DC

 Portfolio

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 LinkedIn

## Education

### UX/UI Design

CareerFoundry

May 2022

### B.S. Elementary Education

Morgan State University

May 2020

## Skills

- User research
- User flow and journey
- Personas
- Wireframing
- Prototyping
- User testing
- Presenting
- HTML
- CSS
- Javascript
- Adobe XD and Illustrator
- Figma

## Languages

- English
- French
- Haitian Creole

## About Me

A UX/UI designer with a background in education and a passion for empathizing and creative problem-solving. Skilled at identifying learning needs and adapting in-person instruction to virtual classrooms. Designs user-centered solutions for various people through research, design, prototyping, and testing. Committed to designing solutions that make a positive impact on people's lives and make digital products easier and more intuitive to use.

## UX/UI Design Projects

### UX/UI Designer - Sneak Freak

April 2022- May 2022

- Helped users find products quickly and easily to match their particular needs.
- Produced high-quality UX/UI design solutions through personas, user journeys, low and hi-fi wireframes, interactive prototypes, and mockups. Used knowledge of 508 accessibility principles to produce an accessible user interface.
- Designed a holistic experience and cohesive brand for an e-commerce community of niche users to connect and shop.

### UX/UI Designer - BeFriendly

February 2022- April 2022

- Designed a new way for people to find and make new friends based on their area.
- Empathized with user problems to research, design, prototype, and present user-centric documentation (user journey, lo-fi and hi-fi wireframes, and interactive prototypes). Validated design solutions through active feedback.
- Created a community of people who want to safely make new friends in a low-risk environment. Communicated design ideas at various stages of the design process.

### UX/UI Designer - Bon Voyage

October 2021- February 2022

- Designed a responsive web app for travel recommendations that met the requirements of its users and solved the problems they faced with existing travel apps.
- Conducted research, read data, and created plans based on the user-centered design process to design solutions that met user and business goals within technical constraints. Validated, iterated, and presented designs in organized documentation.
- Successfully implemented a solution for users that met their needs by consolidating their travel plans into one user interface.

## Work Experience

### Classroom teacher - Montgomery County Public Schools

June 2020 - October 2021

- Experienced in working with digital instructional platforms to identify learning needs and adapt in-person instruction to virtual classrooms with empathy.
- Used qualitative and quantitative testing to produce data and feedback that was used to design content while advocating for students, accessibility, and inclusivity.
- Communicated and interacted with a diverse, cross-functional team and the community. Developed, selected, and modified instructional plans and materials to meet the needs of all students. Maintained appropriate records and followed required procedures and practices.
- Saw a 40% increase in student engagement on digital instructional platforms and a 20% increase in students reaching benchmarks.