Katherine Gomez

UX Designer

(786) 234-2675 | Austin, TX

Email | LinkedIn | Portfolio | GitHub

UX Designer Summary

UX Designer and UX Developer who enjoys designing and building responsive and interactive websites, mobile apps and games. I'm a natural problem-solver with a keen eye for detail, project management, and group facilitation. With a background in 3D, I seek to use my creativity to make future forward, empathetic and fun experiences for the end user with alignment to the business goals.

Skills

UX Research, Interviews and Surveys, UI Sketching, Wireframing, Rapid Prototyping, Interaction Design, Storytelling, User Flows, Usability Testing, Information Architecture, Branding, Content Strategy, Human Computer Interaction, User Centered Design, Web Applications, Business Requirements and Process, Quantitative and Qualitative Customer Feedback Analysis, Design Specifications, Developing Brand Design, Full Cycle Design, Visual Design, Developing Application Ecosystem, Systems Design, Affinity Mapping, Card Sorting, Heuristic Evaluation, Competitive & Comparative Analysis, Survey creation.

Tools

Figma, Adobe Creative Suite, Miro, HTML, CSS, React, Javascript, 3DS Max

Projects

UX Designer/Developer- Kosher Without Borders
- Redesigned a website that allows users to find kosher places to eat around the globe.
- Conducted user research, created UI sketches for rapid functionality prototyping, designed low and high fidelity UI prototypes.
- Used CSS and Milligram to develop and match the app's UI with the new design.

UX Developer - Pies and Fries
- Upgraded the landing page UI of a pizza delivery app.
- Updated the design framework by converting CSS files to Sass and updated the reference links.
- Made the landing page responsive so it looked good for the customer, the driver and restaurant.

Experience

UX Designer/UX Developer | Make It MVP | Remote June 2021 - Present

- Participated in all phases of the software development process.
- Mapped customer journeys, prioritized scalable information architecture, layed out detailed workflows around tech constraints, built intuitive interactions, and prototypes.
- Crafted pixel-perfect mockups by using creativity and following the design system, delivered detailed design specs and assets to engineering teams and verified implementation quality.
- Coded the styling facets of the website to make it responsive and matched it with the look of the high-fidelity prototype.

Environment Artist | Mooreco Inc | Austin,TX September 2019 - July 2021
- Created Photo-Realistic Environments and Product Renders for the Sales and Marketing Departments under a high pressure and deadline driven environment.
- Created dynamic and eye-catching motion graphic and 3D animations to engage and attract a large audience and stay ahead on the market.

Education

Software Engineering Immersive | *General Assembly* | Remote
Bachelor of Fine Arts in Computer Animation| *Miami International University of Art & Design* | Miami, FL