

KARLA AVALOS

UI/UX EXPERIENCE

UI/UX Research Assistant Design and Partnership Lab

SEPTEMBER 2022 – PRESENT

- Worked on various projects centered around designing and developing applications for educational purposes
- Used Figma to create a design systems for consistency in design, wireframes for visualization, and high fidelity prototypes
- Used react, tailwind, and daisy UI to code a functional prototype

Gameln UI Engineer Intern

SEPTEMBER 2022 – MARCH 2023

- Worked closely with a sponsor, graphic designer, and team to create a gamer networking application
- Designed multiple webpages using Figma, then used React to code a functioning prototype

UX/UI Designer Rooted

JANUARY 2022 – MARCH 2022

- Collaboratively created an app, with a team of 6, for beginner plant parents
- Researched the problem space and used the double diamond design process to narrow down our scope as well as guide our designs
- Wire-framed and made an interactive prototype via Figma

RELATED EXPERIENCE

Lead Teaching Assistant Girls Who Code

JUNE 2023 – AUGUST 2023, JUNE 2022 – AUGUST 2022

- Taught students about game design principles covering concepts about user experience design, accessibility features, and how to use the p5play library
- Taught high school students how to make a website using HTML, CSS, and Javascript
- Closely worked with sponsor companies to teach students about tech use in different industries: UX design, Crypto, and Coding with partners such as Pfizer, Synchrony, and MetLife

Graphic Designer Design at UCI

DECEMBER 2022 – PRESENT

- Utilize Adobe Creative Cloud to create graphics for Design@UCI's social media
- Collaboratively created graphics with the Creative Director of Design@UCI, as well as individual projects from scratch
- Often use gradients, shape tools, and the pen tool to create designs that are cohesive with the brand's image

Graphic Designer/Content Creator Division of Career Pathways

JANUARY 2023 – JUNE 2023

- Worked with developers to redesign the Division of Career Pathways website according to updated user data and accessibility needs
- Designed graphics using Adobe Illustrator and Canva for the DCP social media pages, brochures, and physical folders



kavalosc.github.io



karlasavalos01@gmail.com



linkedin.com/in/karla-avalos

EDUCATION

University of California, Irvine

B.S. in Informatics, Specialization in Human Computer Interaction
Minor in Digital Arts

SKILLS + TOOLS

Design Tools

Figma, Adobe Illustrator, Adobe After Effects, Adobe XD, Adobe Photoshop, Adobe Premier Pro, Miro

Design Skills

Prototyping, Wire-framing, Storytelling, User Research, Visual Design, Interaction Design, Design Systems, Front End Development

Technical Tools

HTML, CSS, React, JavaScript, Java, Tailwind, DaisyUI, Bootstrap