Karla Avalos

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PROJECTS

Rooted
Human–Computer Interaction Course
February 2022 – April 2022

Collaboratively created an app, with a team of 6, for beginner plant parents. Researched competitor apps in order to find their strengths/weaknesses, interviewed a total of 12 potential users to gain insight over what the app's users want/need, wireframed, and made an interactive prototype via Figma.

YumTum
Coursera UI/UX Fundamentals
July 2022 – August 2022

Took on the role of a solo UI and UX designer to create an app design using Adobe CC and Figma, for people who want to eat healthy homemade food. Created a moodboard with corresponding typography, a pattern library to help determine the look and feel of the app, and wireframed mid-fidelity mockups to develop an interactive prototype.

EXPERIENCE

UI/UX Research Assistant
Design & Partnership Lab
September 2022 – present

Collaboratively helped design a data visualization site for math teachers in the SAUSD school district, using human centered design techniques.

Lead Teaching Assistant
Girls Who Code
June 2022 – August 2022

Taught high school students how to make a website using HTML, CSS, and Javascript. Helped build community amongst the students and create activist toolkits to support a cause of their choice.

English Oral Tutor
University of California, Irvine
September 2021 – June 2022,
September 2019 – June 2020

Helped international graduate students, with 1 on 1 sessions, develop their English pronunciation, conversational skills, and presentation skills.

Program Coordinator & Mentor
June 2020 – June 2021

Taught Boolean Algebra, Python, and app development using Thunkable. Mentored first year and transfer college students, providing advice on classes, helping them build community with their peers, and overall supporting.

EDUCATION

University of California, Irvine
September 2019 – June 2023

B.S. in Informatics, specialization in Human–Computer Interaction

Minor in Digital Arts

TOOLS

Figma & Adobe CC
HTML/CSS, JavaScript
Python, Java

SKILLS

Prototyping, Wireframing, Storytelling
Usability & Accessibility
Graphic Design