# Karla Avalos

# UI/UX Designer

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## **Experience**

**Division of Career Pathways** Graphic Designer/Content Creator *January 2023 - present* 

- 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 Figma for the DCP social media pages

# **Design and Partnership Lab** UI/UX Research Assistant September 2022 - present

- Collaboratively helped design a data visualization site for math teachers, using human centered design techniques
- Used figma to create a design system for consistency in design
- Used react, tailwind, and daisy UI to code a functional prototype

#### Girls Who Code Lead Teaching Assistant

June 2022 - August 2022

- Taught high school students how to make a website using HTML, CSS, and Javascript
- Worked with Synchrony, K1, Walmart, Moodys, and EY during partner events.
- Each summer session consisted of 3 rounds of classrooms,
  each classroom having about 60 students enrolled

#### **Education**

#### University of California, Irvine

B.S. in Informatics Specialization in Human-Computer Interaction Minor in Digital Art

#### Skills + Tools

### **Design Tools**

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

#### **Design Skills**

Prototyping, Wireframing, Storytelling, User Research, Visual Design, Interaction Design, Design Systems, Front End Development

#### **Technical Tools**

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

# **Projects**

### Rooted UX/UI Designer

January 2022 - March 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

### **GameIn** UX Designer + Researcher

September 2022 - March 2023

- Worked closely with a sponsor, graphic designer, and team to create a gamer networking application
- Created user flow diagrams to visualize the content and flow of each page, using figma
- Designed multiple webpages using figma, then used React and Amazon AWS to code a functioning prototype