

Kimberly M Flores

UX Designer and Researcher

Education

University of California, Irvine

June 2019

B.S in Informatics

Specialization: Human-Computer Interaction

GPA: 3.710

Experience

Product Design Intern

Sept 2019-Present

VidPT; Costa Mesa, CA

- Lead design meetings, creating high-fidelity mockups and prototypes for physical therapy mobile application
- Work on different parts of the brand over 15 weeks for usability improvement in website and mobile application using an iterative process
- Analyze over 200 survey results and 5 interviews to determine users and new features for the mobile app

Front-End Developer and UI/UX Designer

Jul 2019-Sept 2019

University of California, Irvine; Irvine, CA

- Consulted with stakeholders to create user-friendly website to connect researchers across all nine University of California campuses to participants for research studies
- Designed 3 iterations of website wireframes and mockups for participant and researcher interfaces
- Translated design work to functional code using React.js components for website application

Undergraduate Research Assistant

Jan 2019-Jun 2019

University of California, Irvine; Irvine, CA

- Assisted professor in front-end development and design of a cross-platform food journaling mobile application
- Debugged code by conducting test cases
- Designed user-centric wireframes and prototypes for mobile application and assistive devices

Portfolio:

kimberlyflrs.github.io

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Los Angeles, CA

UX

Skills

Wireframing
Prototyping
Storyboarding
Usability Testing
Surveys & Interviews
Heuristic Evaluation
User Flows
Personas & Scenarios
Cognitive Walkthroughs

Tools

Adobe XD
Invision
Axure
Photoshop
Premiere Pro
Illustrator

Technical

Skills

Requirements Engineering
Use Case Development
Risk Analysis
Web Design
Agile Development

Code

HTML & CSS
JavaScript
Python