**Rachel Gopman**

**Phone Number: (239)–292–3237 | Email Address; rachel.gopman@gmail.com | LinkedIn: www.linkedin.com/in/rachel-gopman | Portfolio Website: | Github:**

**Personal Statement:**

Creative and detail-oriented Digital Media Web Design major with hands-on experience in front-end and UI/UX design. Passionate about creating visually appealing, user-friendly digital experiences. Adept in using a range of technologies and design software to build seamless web applications and interfaces. Seeking opportunities to apply my skills in a dynamic professional environment.

**Education:**

**University of Central Florida |** *2021-2025*

**Major: Digital Media Web Design**

**Skills:**

**Programming**

* HTML/CSS
* JavaScript
* React Native/Vite
* Python
* Php
* MySQL
* MongoDB
* Postman

**UI/UX Software**

* Miro
* Figma
* Blender Animation
* Canva

**Low/No Code Sites Experience**

* Wix
* Wordpress
* AirTable
* Bubble.io
* Webflow

**Documentation**

* Orange
* Word
* PowerPoint
* Excel
* Google Docs
* Google Slides
* Google Sheets
* Google Forms

**Experience:**

**Developer & UI/UX Designer |** *08/2024 – Present* **| SnakPack Website**

* Developed wireframes, low-fidelity, and high-fidelity prototypes for a food subscription website using Figma.
* Wrote front-end code in HTML, CSS, and JavaScript.
* Designed and planned back-end architecture for the website.

**Developer & UI/UX Designer |** *02/2025 – Present* **| Notes App**

* • Designed and developed a notes app as an individual project, utilizing Figma for UI/UX design and React Native for cross-platform development.
* Focused on creating a seamless user experience with intuitive interfaces and smooth performance with a colorful layout.

**Developer & UI/UX Designer |** *21/2025 – Present* **| Exercise App**

* • Designed and developed an exercise tracking app from the ground up, using Figma for UI/UX design and React Native for development.
* Emphasized clean design and user-friendly navigation to help users efficiently track and manage their fitness routines.

**UI/UX Designer |** *01/2024 – 05/2024* **| Rummikub App**

* Created a comprehensive design system, ensuring visual consistency with typography, color schemes, and accessibility best practices.
* Integrated accessibility features to support users with visual impairments.

**Wix UI/UX Designer | 03/2025 | John Grouse Election Website**

* Documented and identified issues with the election website, focusing on contrast, navigation, comprehension, and overall accessibility.
* Upgraded the website on Wix just one week before the election, improving usability and addressing critical user experience issues.

**Figma UI/UX Designer |** *05/2024 – 08/2024* **| Nature Counter (CrowdDoing)**

* Created concept art, documented use cases, and updated wireframes and high-fidelity prototypes to align with user and stakeholder needs.
* Collaborated with cross-functional teams to refine the user experience and maintain design consistency.
* Conducted user testing and iterated on designs based on feedback to enhance usability and overall user experience.

**Figma UI/UX Designer |** *01/2024 – 08/2024* **| PallatePals**

* Created a detailed design document that incorporated insights from previous apps, user experience studies, and potential use cases.
* Collaborated with a team to create wireframes, low-fidelity, and high-fidelity prototypes for the app.