UX/UI Designer | Full-Stack Engineer | Visual Designer

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EDUCATION

M.A. Development & UX/UI Design

Academy of Art University 2020-2022

B.S. Economics

University of California, San Diego 2014-2018

SKILLS

I am extremely communicative and enjoy the brainstorming process. I can create wireframes at all levels of fidelity, develop visual and prototype design, and conduct robust user testing & interface design iterations. I have experience working with developers as well as full-stack experience working with teams in version control systems like Github.

UX/UI & Design Skills

- · Research & interviews, testing & iteration
- · Prototyping (via code, XD, Figma)
- $\cdot \, \text{Wireframing} \\$
- · Public speaking/presentation (PowerPoint)
- · Graphic design
- · Critical/analytical thinking

Software Skills

- · Adobe (Illustrator, Photoshop, InDesign, XD, After Effects)
- · Figma
- · Premiere Pro
- · Blender (3D Modeling)
- · Graphic Design

Coding Skills:

- Frontend &ackend Dev
- · React.js
- Python
- · MongoDB
- JavaScript
- · C# (Unity Game Development)
- Flutter
- · HTML & CSS
- · MySQL

CERTIFICATIONS

Complete C# Unity Game Developer 3D GameDev 2022



EXPERIENCE

UX/UI Designer & Full-Stack Developer

May 2022 - Present

I am a freelance UX/UI / visual designer and developer with a degree in Interaction & UX/UI Design and certifications in building desktop/mobile games in Unity and web development. I've been implementing my visual designs in 3D-modeling software (when applicable) and code (Flutter, React, C#) and utilizing the full Adobe client (Illustrator, Photoshop, InDesign, After Effects, Premiere Pro).

Sidha Maha "Sadhan" Meditation App Frontend Development (Flutter) · UX/UI

May 2022 - Present

I coded the first version of a meditation app for a community of 100+ people that featured a countdown timer, a schedule for group meditations, and a chart showing other meditators with status bars during group sessions. I created digital wireframes and various visual design directions featuring photography-based design and original vector art. I then coded and prototyped for mobile, tablet, and web-based devices (Flutter).

PROJECTS

"Azure" Terrarium Product Website Full-Stack Development (React) · Visual Design

A product site I designed and built with a backend in Python and frontend in React (HTML, CSS, JavaScript) and MongoDB database.

Portfolio Frontend Development (React) · Visual Design · Branding

I designed and coded my own portfolio with frontend in React (HTML, CSS, JavaScript).

"BookVerse" Book-searching App UX/UI Research & Design · Visual Design

A book searching/social media hybrid I conceptualized, researched, and designed. Features include a media sharing page, a social/book review forum, a homepage with recommendations & news feed, and a discovery page with a book searching filter.

"Bestiary" Game Design UX/UI Research & Design · Visual Design · Game Design

A fantasy game page I conceptualized, researched, and designed. Primary pages include an inventory, a landscape map & monster attribute/weakness page, and a level-dependent journal entry page.

"VACA" Travel Mobile & Desktop App UX/UI Research & Design · Visual Design

A travel-tracking and creation app I conceptualized and designed. Some features include daily budgets, schedules and reminders, reservations and flights, and weather forecasts.

"Project Gaia" Interactivity Tool UXUI Research & Design · Visual Design

A basic informational & interactivity tool I designed to educate on the three pillars of sustainability.

Moraga Country Club Rebranding Visual Design • Branding

A case study featuring a complete brand reconstruction of logos, online & social media presence, letterhead, and advertising.

UNITY GAME / 3D MODELING PROJECTS

Obstacle Course C# • 3D Unity Game Design & Programming
Volcano Rocket C# • 3D Unity Game Design & Programming
Realm Rush C# • 3D Unity Game Design & Programming

Creepy Hallway Blender · 3D Modeling

Castle in the Woods Blender • 3D Modeling