

OBJECTIVE

My goal is to enter a career where I can focus on the part of the design process I love the most by moving to a full-time user experience role.

EDUCATION

University of California, Irvine DCE Irvine, California May 2018

User Experience & Interface Design UX/UI Boot Camp Certificate

California State Long Beach Long Beach, California May 2014 Industrial Design

Bachelor of Arts: Design

SKILLS

UX Methods

User Research
Information Architecture
Prototyping
Wireframing
Personas
User Flows and Journeys

Software

Sketch Adobe Illustrator Adobe Photoshop Adobe Indesign Visual Studio Code GitHub Desktop HTML5/CSS/Java Web Prototypes InVision App

EXPERIENCE

Patton Design
Industrial Designer
Costa Mesa, California
Jan 2016-Present

- Present designs and reports to customers for approval, and discuss need for modification
- Participate in new product planning or market research, including studying the potential need for new products
- Fabricate models or samples in paper, wood, glass, fabric, plastic, metal, and other materials, using hand or power tools
- Design graphic material for use as ornamentation, illustration, or advertising on manufactured materials and packaging or containers
- Direct and coordinate the fabrication of models or samples and the drafting of working drawings and specification sheets from sketches

Niconat Manufacturing **Design Engineer**Commerce, California

Aug 2014- Mar 2017

- Design and engineer for production using sketching, Solidworks and Keyshot
- Modify and refine designs, using working Solidworks models, to conform with customer specifications, production limitations, installation requirements and user experience
- Coordinate and direct projects, making detailed plans to accomplish goals and directing the manufacturing and design methods to meet the clients needs
- Plan or direct the installation, testing, operation, maintenance, or repair of job sites to the customers and general contractors needs