Melanie Boncaro

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https://melboncaro.work

WHO AM I?

I am a designer interested in UI, UX, and Product Design positions, where I can improve existing solutions and design user-centered experiences. I enjoy working on projects that go beyond traditional mediums and often dabble in development.

EDUCATION

Rochester Institute of Technology
May 2024
BFA in New Media Design
Minor in Mobile Design and Development

QUALITIES

Team player
Detail-oriented
Flexible
Reliable

SKILLS

UI/UX Design
Wireframing
Prototyping
Workflow Diagrams
User Personas
Heuristic Evaluation
Usability Testing

SOFTWARE

Figma
Cinema 4D
Spline 3D
Illustrator
After Effects
Premiere Pro
Photoshop

PROGRAMMING

HTML
CSS
JavaScript
Arduino
Java
PHP
MySQL

RECENT PROJECTS

Alchemedia Interactive Experience | Fall 2023
Group Course Project

- Worked on a 5 person team over 7 weeks to create a potion stand where users moved physical cardboard elements to create potions on a screen
- Worked as the developer utilizing an Arduino microcontroller and photoresistors to receive and interpret user input and display corresponding visuals
- Optimized sensor calibration in varying lighting conditions to maintain accuracy and a responsive experience for users

RIT Student Information System Redesign | Fall 2023
Group Research Project

- Performed observations, interviews, and task walkthroughs with users to determine specific structural and aesthetic issues with the current site
- Created user profiles based on observed users and storyboards of possible usage scenarios
- Redesigned the site with a more consistent and minimal layout and used Figma prototyping to perform user testing and further improve the design

Portfolio Website (https://melboncaro.work) | Fall 2023
Personal Project

- Programmed using HTML, CSS, and an animation library; included subtle animations and hover interactions for a more engaging experience
- Wireframed and developed with a clear and appealing layout of case studies in mind to effectively showcase my design process
- Hosted on GitHub Pages with version control through GitHub

Dairy Queen Kiosk | Spring 2023
Individual Course Project

- Evaluated existing kiosk solutions in competing restaurants like Panera Bread and Taco Bell
- Considered all possible user choices and created a workflow diagram to inform what options and screens were needed in wireframes
- Referenced the restaurant's website and mobile app to maintain the brand's already established look and feel

ACTIVITIES

Media Team | Fall 2020 - Spring 2022
RIT Cru Campus Ministry

Created graphics to advertise events in club meetings and on social media weekly.

EXPERIENCE

Paint Team Manager | Summer 2023
Ladder 91 Painting Company, Rochester, NY

Responsible for managing a team of 5-10 painters across varying locations while maintaining high work quality standards. Worked directly with clients to determine expectations and accomplish day-to-day operations.

Teaching Assistant | Fall 2022
School of Interactive Games and Media at RIT, Rochester, NY

Held office hours to help students and grade assignments for an introductory JavaScript course of around 30 students.