

Nicole Bermeo

UX Designer

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Experience

UX Designer - Baddies in Tech

Jan 2024 - Present

- Revamped wireframe designs acquired from previous designer, ensuring seamless transition from mobile to desktop interfaces.
- Facilitated weekly collaboration sessions with the event organizers over Google Meet, fostering a proactive environment for constructive feedback and implementing necessary design changes promptly.
- Utilized Notion to strategically plan and meet project deadlines efficiently.

Freelance Web Developer - StreetWaves

Mar 2023 - Apr 2023

- Crafted and tested a website from the ground up using the Wix platform, aligning with a provided Figma design and achieving a 50% reduction in user drop-off rates.
- Maintained proactive communication through bi-weekly meetings with the founder over zoom, ensuring an iterative review process and prompt implementation of necessary changes for optimal website performance.
- Implemented Responsive Web Design (RWD) techniques to guarantee a seamless user experience on both mobile and desktop devices, diligently testing and resolving any issues to enhance overall website functionality.

Personal Projects

UI/UX Designer - SubTract

Dec 2023 - Jan 2024

- Conducted user surveys to inform and drive design sprints, ensuring user-centric solutions.
- Researched and implemented industry best practices for creating visually compelling graphs, enhancing user comprehension of budget-related information.
- Crafted and developed wireframes, mockups, and a distinctive logo for a mobile application, contributing to a cohesive and aesthetically captivating user interface.

UI/UX Designer - Prepper

Jul 2023 - Aug 2023

- Conceptualized and designed a meal preparation app in Figma, employing a mobile-first approach for seamless user experience across both mobile and desktop platforms.
- Engaged in design sprints, producing multiple iterations of rough drafts to refine and enhance the visual and functional aspects of the project.
- Executed the development of comprehensive wireframes, mockups, and prototypes, ensuring a thorough and iterative design process.

- Conducted in-depth user research and utilized feedback loops to iteratively enhance designs, prioritizing user needs and preferences in the refinement process.

UI/UX Designer - PicTask

Jan 2022 - May 2022

- Spearheaded the creation of a task-focused mobile application in Figma, catering to user needs for enhanced productivity and organization.
- Led design sprints to rapidly and iteratively generate innovative and user-friendly designs, ensuring a dynamic and efficient development process.
- Developed comprehensive designs, wireframes, mockups, and prototypes using Figma, contributing to a seamless and visually appealing user interface.

Skills/Tools

Figma, Wireframing, Mockups, Prototyping, User Experience (UX), User Interaction Design (IxD), User Research, Information Architecture, User Centered Design, AdobeXD

Education

Google UX Design Certification - Coursera

Sept 2023

- Demonstrated excellence in hands-on training courses in User Experience (UX), User Experience Design (UXD), User Interaction Design (IxD), Prototyping, User Research, and Information Architecture.

Zero to Mastery Complete Web and Mobile Design - Udemy

Jan 2022

- Completed full-time, hands-on training course in user experience, user-centered design, prototyping, and visual design.