

Digital Skills

UI & UX Prototyping
Responsive Design
Adobe XD
Figma
Adobe Photoshop & Illustrator
Adobe Premiere Pro
HTML 5, CSS 3, SASS, Bootstrap 4
User Research
High attention to detail
Process Oriented
Public Speaking
Teamwork
Creativity
Problem Solving

Additional Skills

Photography
Cinematography
Video Editing
JavaScript / TypeScript
Angular JS
Email Templates
Java, Python, SQL
Swift

I am an enthusiastic UI / UX and graphic designer. I truly believe that behind the success of any gainful business, a great user interface and experience are needed. I help businesses attract more clients with equitable, enjoyable, and usable application designs.

Experience

UI / UX Designer

Upsightly / Qovato June 2018 - Present

- Discussing the product requirements with the project management and design lead.
- Conducting User Research with multiple personas, user stories, user journey maps, etc.
- Planning the software architectural design with the development team and reviewing the UML Use Case Diagrams and Activity Diagrams.
- Applying strategic thinking to design and deliver innovative end-to-end user experiences that optimize among user needs, business goals, and technological realities across web & mobile platforms.
- Creating mockups and low fidelity prototypes of early concepts. Redefining and increasing fidelity of the prototypes as the design process progresses.
- Producing high-quality assets such as icons etc. using Adobe Photoshop.
- Using Adobe XD to create aesthetically pleasing and user-friendly User Interface wireframes for our upcoming products.
- Developing responsive web pages using HTML5, CSS3, SASS, DOM and Angular7
- Closely collaborating and effectively communicating with cross-functional teams to deliver in a fast-paced customer-centric and Agile environment

UI / UX Designer & Developer

Lite Lens January 2017 - June 2018

- Made a strategical plan for the website design so that it provides the best user experience to clients.
- Utilized Adobe XD to create low fidelity prototypes with custom made assets.
- Worked with the company owner to redefine and adjust prior prototypes to create the best design.
- Delivered a high fidelity prototype of the finished responsive website design.
- Used HTML 5, CSS 3, Javascript and Bootstrap 4 to create website pages.
- Tested the website for bugs or unexpected errors.

Education

Software Engineering B.S.

San Jose State University December 2018

Class Projects

- ArteShop
- Created logo and other assets for the e-commerce website using Adobe Photoshop.
 - Reviewed different flowcharts with team-mates to discuss the architecture of the website.
 - Designed a responsive website and increased fidelity as the project went along.
 - Delivered a high fidelity user interface and user experience prototype to the team and the class.

CloudPark

- Defined the team objectives and the MVP for project deliverables.
- Generated high quality assets such as the logo, buttons, icons for the iOS parking application.
- Created fully responsive application designs for multiple iOS devices.
- Redefined and improved the application UI and UX design for the second term, and then later developed into a full fledge iOS application.

UX Certification by Google May 2021