Rachel Sadeh
UX/UI Designer

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Dedicated UX/UI Designer with experience in healthcare technologies, assistive technologies, Human-AI interfaces, usable security, accessibility and inclusive design.

Professional Experience

UX/UI Designer · VeyTel
AUG. 2024 - Present
- Designing and prototyping interface for DERMA-AI, a novel AI-based product to help dermatologists detect melanoma by analyzing changes in skin lesions.

UX/UI Design Intern · Proofpoint
JUN. 2023 - AUG. 2023
- Designed new landing pages for flagship anti-phishing training product.
- The main objective is to motivate people to take available training when they fall for fake phishing emails.

Research Intern · Axle Lab, Carnegie Mellon University
JUN. 2022 - AUG. 2022
- Designed and prototyped multi-modal notification system to remind wheelchair-bound users to perform pressure relief maneuvers, significantly reducing the chance of developing potentially life-threatening ulcers.
- Used Arduino for prototype.

Graphic Design Intern · Pawsible Inc.
JUN. 2021 - AUG. 2021
- Designed new graphical elements for portal and social media presence

Relevant Projects

"Cura: Bridging the Gap Between Clinic and At-Home Wound Care"
UX Designer · University Hospitals of Cleveland

Master in HCI Capstone Project (CMU), JAN. 2024 - AUG 2024
- Collaborated with one of the nation's top medical centers, working directly with patients and healthcare providers to identify pain points in at-home wound care.
- Designed, prototyped, and evaluated solutions to empower patients to manage wounds more effectively at home.
- Worked with a team to create the Cura App, enabling patients to receive wound care instructions on their personal devices.
- Synthesized insights using affinity diagrams, user journey maps, and user flows to inform design decisions.

"BikeLinkPro: Designing the Future of E-Bikes"

Master in HCI Course Project (CMU), SEPT. 2023 - DEC. 2023
- Designed physical and digital interfaces for semi-autonomous (level 3) e-bikes, refining usability, safety, and functionality through user feedback.

Awards and Honors

Summa Cum Laude | APR 2023
University of Pittsburgh
Graduated with the Highest Honors

SHEInnovates Hackathon | FEB 2020
School of Computing and Information and Innovation Institute, University of Pittsburgh
(approx. 20 competing teams)
1st place winning team

Phi Eta Sigma | FEB 2020
University of Pittsburgh
Inducted into Honors Society

Education & Certifications

Master's of Human Computer Interaction
Carnegie Mellon University,
School of Computer Science (Cumulative GPA: 3.86)
AUG 2023 - AUG 2024

B.S Psychology & B.S Digital Narrative and Interactive Design;
Certificate in Children's Literature and Studies
University of Pittsburgh,
Dietrich School of Arts and Sciences (Cumulative GPA: 3.85)
AUG 2019 - APR 2023

Collaborative Institutional Training Initiative (CITI) Certificates
- Social and Behavioral Research
- Best Practices for Clinical Research
- Responsible Conduct of Research

Leadership Experience

Vice President of STEP@Pitt and Volunteer Puppy Raiser,
University of Pittsburgh and Canine Companions
OCT 2021-MAY 2024, MAY 2022- MAY 2023
- Developed, oversaw, and delivered weekly training sessions for volunteer puppy sitters and raisers, based on the training methods of Canine Companions for Independence.
- As Number 2 in the organization, contributed to growing membership to over 300 members and 20 active dogs in program.
- Concurrently acted as the primary caregiver for two future service dogs by providing comprehensive socialization and obedience training in preparation for professional training for an approximate duration of 16 months each.

Teaching Assistant, *University of Pittsburgh*
SEP 2020-DEC 2020, JAN 2023-MAY 2023
- **Introduction to Psychology:** Gave preparatory, supplemental presentations. Led study sessions and assisted in exam preparation.
- **Introduction to Digital Narrative and Interactive Design:** Demonstrated relevant skills and tools in class lectures and assisted students with their course projects.

Co-Captain, CMU Girls of Steel, FIRST Robotics Competition
SEASON OF 2018-2019
- General member 2015-2019
- Multiple team awards.
- Qualified for World Championship in Detroit - over 3,000 teams from 28 countries.

Skills

Tools and Software:
- Figma
- Sketch
- Miro
- CSS
- HTML
- Java
- Python
- Javascript
- Arduino
- Arduino Cloud
- Unity
- SurveyMonkey
- Optimal Workshop
- Pendo
- ChatGPT
- Gemini
- Llama
- Amazon Q

Languages:
- English (native)
- Portuguese (conversational)
- French (elementary)