Rafael Carrillo

UX Designer with **3+ years** of experience in the social tech and web domain space. I have led design projects focused on **user-centric services, responsive websites**, and am currently seeking opportunities to **design technological solutions**. Driven by a passion for crafting intuitive digital experiences, I thrive in ambiguous environments and excel at navigating **complex projects** to deliver solutions that empower both users and businesses.

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EXPERIENCE

Freelance Web Consulting | Web Design/Development, Full-stack Designer/Developer

April 2024 - Present

- Designing and developing responsive websites for diverse clients, ensuring optimal user experience and cross-platform functionality. Collaborating with clients to create custom web solutions, managing all aspects from initial concept to final deployment, with a focus on SEO and performance optimization.

Commit the Change at UC Irvine | Volunteer Management System, Design Lead

June 2023 - June 2024

- Led 4 product designers in designing a platform connecting 4,000 volunteers to admins for beach cleanup events. Facilitating the transition from manual data collection on paper to efficient database-driven data collection, reducing their time usage by 30%.
- Spearheaded the design process, from requirements to wireframing, prototyping, and usability testing to reduce time usage on tracking and analyzing data from beach clean-up events.

Saddleback Valley Unified School District | Web Design, UX/UI Designer

September 2023 - December 2023

- Designed Saddle Back Valley School District's website, streamlining content management by integrating reusable components within DjangoCMS.
- Enhanced the overall user interface and user experience of Saddleback Valley School District's website by implementing user-centered design principles to address the wants and needs of the non-profit organization.

Social and Technological Action Research Lab | Assistive Technology, UX Research Assistant

December 2022 - June 2023

- Led 6 co-design sessions with over 20 participants and cargivers to explore potential designs solutions for noise sensitivity experiences.
- Utilized card sorting, sketching, and think-aloud protocols with participants to collect qualitative data. Organized an affinity diagram with reviewed insights from 24 conducted interviews with participants.

URBAN Teens Exploring Technology | UX/UI Design, Design Lead
October 2022- August 2023

- Enhanced the online platform Hustle N' Code, increasing its user engagement and overall experience by 30%. Conducted online surveys and created user stories and user personas based on real users. Developed and prototyped hi-fidelity wireframes based on design principles.
- Oversaw and ensured all aspects of mobile design for 10 teams creating minimally viable products. Collaborated with product designers to develop user flows, storyboards, wireframes, and hi-fidelity prototypes. Created and delivered 3 interactive Figma presentations on Design Principles, UI/UX, Figma, and Branding.

EDUCATION

University of California, Irvine

Bachelor of Science in Informatics,

Specialization in Human-Computer Interaction,

Minor in Information and Computer Science, 2019-2024

SKILLS

UX/UI Design

Usability Testing

Cross-Functional Collaboration

Design Thinking

Prototyping

User Research

Wireframing

Information Architecture

Journey maps

Web Design

Web Development

HTML

CSS

Javascript

Java

Python

C++

Tools

Figma

Github

React