Rafael Carrillo

UX Designer, Developer, and Researcher with 4+ years of experience designing and building intuitive, responsive digital experiences. Proven track record of leading cross-functional teams, building scalable des systems, and coding performant websites. I am seeking a role where I can apply both my creative and technical skills to craft impactful digital solutions for users and businesses.

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EXPERIENCE

Tata Elxsi | UX Researcher   October 2025 - Present

- Conducting and moderating user research sessions to support data collection for premarket products.
- Collaborating with cross-functional teams while maintaining confidentiality and research integrity under NDA.
- Applying human-centered design and communication skills to gather actionable insights for product development.

America On Tech | UX Design Instructor   January 2025 - May 2025

- Delivered comprehensive UX/UI design curriculum to 30+ high school students, covering user research, wireframing, and visual design, resulting in 95% of students creating functional prototypes within the course.
- Guide students through real-world, project-based learning experiences, helping them develop problem-solving skills and a user-centered design mindset.
- Mentor and inspire underrepresented youth by fostering confidence, creativity, and a strong understanding of the design process, preparing them for future success in tech.

URBAN Teens Exploring Technology | UX/UI Designer, Design Lead   October 2022 - May 2025

- Spearheaded UX improvements for the Hustle N' Code platform, resulting in a 30% boost in user engagement through refined user flows and interface enhancements.
- Led the end-to-end mobile app design process for 10 youth teams building MVPs — overseeing user research, wireframes, prototypes, and usability iterations.
- Mentored aspiring designers by delivering interactive lessons on web development and design principles to middle school students across Los Angeles.
- Fostered an inclusive, creative learning environment, equipping students with hands-on skills in front-end development and user-centered design thinking.

Commit the Change at UC Irvine | UX Design Lead   June 2023 - June 2024

- Led a cross-functional team of 4 product designers to create a volunteer management platform serving over 4,000 users, streamlining communication between volunteers and event admins.
- Championed the end-to-end UX design process — from stakeholder interviews and requirements gathering to wireframing, prototyping, and usability testing.
- Designed a seamless transition from paper-based workflows to a database-driven system, reducing admin task time by 30% and significantly improving operational efficiency.
- Advocated for user-centered design at every phase, ensuring the platform addressed the real needs of volunteer coordinators while enhancing user experience at scale.

Social and Technological Action Research Lab | UX Researcher   December 2022 - June 2023

- Facilitated the UX research of this project to help spark imagination in its next phase.
- Conducted 6 co-design sessions with over 20 participants to explore potential design solutions for noise-sensitivity experiences.
- Utilized card sorting, sketching, think-aloud, and affinity diagramming with participants to collect qualitative data and ideate data-driven solutions.

EDUCATION

University of California, Irvine

Bachelor of Science in Informatics,

Specialization in Human-Computer Interaction,

Minor in Information and Computer Science, 2019-2024

Google — UX Design Certificate, 2025

SKILLS

UX/UI Design

Usability Testing

Cross-Functional Collaboration

Design Thinking

Prototyping

User Research

Wireframing

Information Architecture

Journey maps

Web Design

Web Development

Responsive Design

HTML

CSS

Javascript

Java

Python

C++

Tools

Figma, Sketch, Adobe Suite

Github, React.js, ChatGPT

Shopify, Squarespace

Google Suite, Microsoft Suite