RAFAEL CARRILLO MUÑOZ

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EDUCATION

University of California, Irvine   June 2024
Bachelor of Science in Informatics
Specialization in Human-Computer Interaction, Minor in Information and Computer Science
- GPA: 3.5 *Dean's Honors Roll, SAGE Scholar*

PROFESSIONAL EXPERIENCE

Animo Florence-Firestone Charter Middle School, *Coding Instructor*   July 2024 - July 2024
- Taught HTML, CSS, and JavaScript to 15 youths at Animo-Florence Middle School
- Assisted in 10 PowerPoint lectures and various code-along sessions
- Encouraged problem-solving, collaboration, and leadership in the classroom with constructive feedback
- Conducted youth in a Final Showcase of websites and games

Xotic Dip, *Full-Stack Designer & Developer*   April 2024 - May 2024
- Developed an e-commerce platform using React.js framework, featuring a unique design and responsive layout
- Implemented front-end functionalities for user authentication, product browsing, and checkout processes
- Designed and optimized UI/UX elements to enhance user experience and increase engagement
- Conducted thorough testing and debugging to ensure cross-browser compatibility and mobile responsiveness

URBAN Teens Exploring Technology, *Design Lead*   June 2023 - August 2023
- Oversaw and ensured all aspects of design for 10 mobile app teams creating minimally viable products
- Managed each team's designer using Trello to support project management and review individual progress
- Created and delivered 3 interactive Figma presentations on Design Principles, UI/UX, Figma, and Branding
- Collaborated with each team's designer to develop user flows, storyboards, wireframes, and prototypes on Figma

URBAN Teens Exploring Technology Labs, *UX/UI Designer*   October 2022 - April 2023
- Enhanced the online platform Hustle N' Code, increasing its user engagement and overall experience by 30%
- Designed 3 user interfaces for Hustle N' Code, using a human-centered design approach throughout the process
- Conducted UX research to develop user stories and user personas, to design a better user experience
- Developed wireframes and prototypes for new interfaces using design thinking principles

Social and Technological Action Research Lab, *UX Research Assistant*   December 2022 - June 2023
- Coordinated with a team of UX researchers to enhance sound sensitivity awareness among autistic individuals
- Assisted in 6 co-design sessions within two months, engaging with 10 participants in co-design activities
- Organized an Affinity Diagram with reviewed insights from 24 conducted interviews with participants
- Utilized card sorting, sketching, and think-aloud protocols with participants to collect qualitative data

PROJECTS

Commit the Change at UC Irvine, *Design Lead*   June 2023 - June 2024
- Led a team of four designers in designing and prototyping a web application for the non-profit Stand Up to Trash
- Directed the design process, from requirements to wireframing, prototyping, and usability testing
- Reduced the organization's time on tracking and analyzing data from beach clean-up events by 30%
- Facilitated the transition from manual data collection on paper to efficient database-driven data collection

Senior Design Project at UC Irvine, *UX/UI Designer & Developer*   September 2023 - April 2024
- Trained AI to enhance users' presentation skills, and foster confidence, engagement, and persuasion
- Collaborated with a team to design intuitive user interfaces and prototypes that align with user needs and goals
- Utilized Angular to develop the web application, ensuring a seamless user experience and efficient functionality

A.L.L SVUSD, *UX/UI Designer & Developer*   September 2023 - December 2023
- Developed Saddle Back Valley School District's website, migrating from Squarespace to DjangoCMS
- Enhanced the overall user interface and user experience of Saddleback Valley School District's website
- Implemented user-centered design principles to address the wants and needs of the non-profit organization
- Streamlined content management by integrating reusable components within DjangoCMS

SKILLS

- **UX/UI Design:** User-centered design, User-stories**,** Wireframing, User-flows, Prototyping, Usability Testing
- **Programming:** Java, Python, C++, HTML, CSS, JavaScript, TypeScript, SQL, Git, Unit Testing
- **Softwares:** Figma, Trello, Adobe Suite, GitHub, Eclipse, Visual Studio Code, Ionic, React, Angular, DjangoCMS
- **Languages:** English, Spanish, Japanese (beginner)