

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, and 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 users and businesses.

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, focusing 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 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 caregivers to explore potential design solutions for noise-sensitivity experiences.
- Utilized card sorting, sketching, and think-aloud protocols with participants to collect qualitative data. Organized affinity diagrams 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 high-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 high-fidelity prototypes. Created and delivered 3 interactive Figma presentations on Design Principles, UI/UX, Figma, and Branding.

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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