

RAFAEL CARRILLO MUÑOZ

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EDUCATION

University of California, Irvine

June 2024

Bachelor of Science in Informatics

Minor in Information and Computer Science, Specialization in Human-Computer Interaction

- GPA: 3.38

SKILLS

- **UX/UI Design:** Moodboards, Storyboards, Personas, Sketches, Wireframes, User-flows, Prototypes, User Testing
- **Programming Languages:** Java, Python, C++, HTML, CSS, JavaScript, TypeScript
- **Software:** Figma, Adobe, Github, Canva, Eclipse, SublimeText, Ionic, Angular
- **Bilingual:** English, Spanish, Japanese (beginner)

PROFESSIONAL EXPERIENCE

UX Research Assistant

December 2022 - June 2023

Social and Technological Action Research Lab, School of Informatics

- Collaborated with Ph.D. candidate Emani Dotch and a team of 6 to conceptualize and design the app AudioBuddy: Leveraging Sound Sensors to Enhance Sound Sensitivity Awareness among Autistic Individuals.
- Facilitated 6 co-design sessions within two months, engaging a cohort of 10 diverse participants.
- Created an Affinity Diagram to derive insights from 24 in-depth online interviews.
- Investigated 100 co-design methods, strategizing their effectiveness during co-design sessions.

UX/UI Designer

October 2022 - April 2023

Teens Exploring Technology Labs, Teens Exploring Technology

- Enhanced the online coding platform, Hustle N' Code, by elevating user engagement and overall experience.
- Strategically reenvisioned 3 elements for Hustle N' Code: Posts, Comments, and Notification Centers.
- Collected qualitative data from Hustle N' Code users to understand the existing platform's strengths and pain points.
- Applied the fundamental principles of Design Thinking to refine and elevate more than 20 low-mid-hi wireframes.

Design Lead

June 2023 - August 2023

Summer Coding Leadership Academy, Teens Exploring Technology

- Successfully led and managed 10 teams of high school students in the creation of brand identities and user interfaces for a minimal viable product.
- Effectively facilitated and organized 10 Figma Projects, utilizing Trello to monitor progress, feedback, and implement strategic checkpoints.
- Created and delivered three workshop presentations where youth learned and completed challenges on Design Principles, UI/UX, Figma, and Branding.
- Collaborated with Rioters from Riot Games to help high school students create user flows and storyboards.

EXTRACURRICULAR ACTIVITIES

SAGE Scholar

December 2022 - Present

Student Achievement Guided by Experience, UC Irvine

- Actively engage in various workshops to develop and enhance essential professional skills.
- Participating in diverse social events to establish connections and relationships within the professional community.
- Developing a professional online presence on Handshake for effective career recruitment and networking.
- Mastering the art of tailoring resumes and cover letters for specific job roles, showcasing an understanding of techniques and requirements.
- Strengthening communication skills through social networking events to engage in impactful interaction.

Volunteer & Mentor

October 2017 - Present

Teens Exploring Technology

- Volunteer at community Hackathons, teaching youth how to solve problems in their community using Web Development and Design.
- Mentor youth on practical usage of Figma, HTML, CSS, and JavaScript.