

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: 3.4 Dean's Honors Roll, SAGE Scholar

PROFESSIONAL EXPERIENCE

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 - Present

- Leading a team of four designers, spearheading the end-to-end design and prototyping of a web application for the non-profit organization Stand Up to Trash.
- Directed the design process, from crafting requirements to wireframing, prototyping, and conducting usability testing, revolutionizing the organization's approach to tracking and analyzing data from beach clean-up events.
- 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

- Created a personal AI mentor utilizing Gemini and Google Cloud to enhance users' presentation skills, and foster confidence, engagement, and persuasion.
- Collaborated with a team to create 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

- Implemented DjangoCMS to develop Saddle Back Valley School District's website, migrating the existing platform from Squarespace for improved functionality and flexibility
- 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 and maintenance by integrating user-friendly editing capabilities within DjangoCMS to manage and update their website independently

Design at UC Irvine, UX/UI Designer

April 2023 - June 2023

- Designed wireframes and prototypes for a mobile application supporting users in learning how to cook
- Analyzed survey results of 50 respondents to create user personas, storyboards, and design decisions
- Conducted usability testing using prototypes to enhance the design's user-friendliness and experience

URBAN Teens Exploring Technology, Volunteer & Mentor

October 2017 - Present

- Volunteering at yearly Hackathons as a Designer Coach and providing mentorship to high school students

SKILLS

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