

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*)

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

UX Research Assistant

- 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

- Managing a team of UX designers to develop an interface for a non-profit in need of a new software application
- Gathering and synthesizing non-profit wants and needs through weekly meetings to inform design decisions.
- Designed user flows and use-case diagrams to define user interactions for both admin and volunteer users

eCoach, Senior Project, UC Irvine, UX/UI Designer & Developer

September 2023 - Present

- Designing wireframes for eCoach, a website that improves users' presentation skills using a personal AI coach
- Creating Requirements Documentation, User Personas, Storyboards, and use cases for web application
- Creating a Project Plan with UI Documentation, Risk Analysis, and an estimated timeline for deployment

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, Design Volunteer & Mentor

October 2017 - Present

- Volunteering at yearly Hackathons as a Designer Coach and providing mentorship to high school students on college readiness and design careers

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, GitHub
- **Software:** Figma, Trello, Adobe Suite, GitHub, Eclipse, Visual Studio Code, Ionic, Angular, DjangoCMS
- **Languages:** English, Spanish, Japanese (beginner)