RAQUEL RAVIVO

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raquelravivo.com

tools

HTML/CSS
JavaScript
Ruby on Rails
SQL
Sketch
Illustrator
Photoshop
Axure
Bootstrap
Git

what i do best

Web Development
Interaction Design
Product Design
Wireframes
Prototypes
Graphic & Logo Design
Personas

education

Systems Design Engineering
University of Waterloo | 2021

interests

Bullet Journaling
Stationary
Running
Vegan Cooking
Yoga
Avocados

experience

Full Stack Web Developer   Spring'17
Superflash Laser Clinic

- **Designed website prototypes** based on client requirements and implemented finalized designs with HTML, CSS and JavaScript
- **Assesed user needs** to create a fully responsive, minimalistic interface with seamless interactions and experiences
- Rebranded the company, and maintained brand cohesiveness amongst website and marketing materials

Brand Manager/Graphic Designer   Spring'17
TEDxUW

- **Created website wireframes and interactive prototypes in Axure** using material design principles
- **Conducted usability interviews** and applied feedback to optimize user flow and create a more intuitive user interface
- **Developed a cohesive brand** package consisting of presentation templates, business cards, brochures, promotional graphics, and swag

Design Engineering Assistant   Winter'17
Amphenol Canada Corp

- Documented engineering change notices to **record design iterations during the prototyping and lifestyle stages of products**
- Designed thermal models of I/O connectors in Solidworks
- Updated existing parts, assemblies, and drawings to fit the changing company standards

projects

We Are One (WAO) - MLH Best Hack   Winter'17
StarterHacks

- **Developed a search engine and support network for abuse victims** to find resources on a case-by-case basis
- **Designed logo and interactive prototype of mobile app** using Sketch, Illustrator, and InVision
- **Awarded the MLH 'Best Hack' out of 250 participants**, and commended by judges and event organizers for concept and execution

Personal Website   Winter'17
raquelravivo.com

- **Developed a fully responsive website** using HTML, CSS, and JavaScript
- **Created wireframes and user flows** to map out user experience on both mobile and desktop platforms
- Designed web interface using Sketch and Illustrator