RAQUEL RAVIVO

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tools

HTML/CSS
JavaScript
Sketch
Illustrator
Photoshop
InDesign
InVision
Axure
Bootstrap
Git

what i do best

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

education

Systems Design Engineering University of Waterloo | 2021

interests

Bullet Journaling Stationary Running Vegan Cooking Yoga Avocados

experience

Brand Manager/Graphic Designer TEDxUW

Spring'17

- 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

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

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