

Roselle Ardosa

UX Designer

Education

University of California, Irvine

Jun 2020

B.S. in Informatics specialized in Human-Computer Interaction
3.52 GPA, Dean's Honors List: 5 quarters

Projects

GameChanger

Jan 2020 – Jun 2020

- Designed a hackathon website for GameChanger charity partnered with DreamHack using Agile methodologies
- Conducted user interviews, surveys, and testing on target users
- Built wireframes and user flows on Figma
- Communicated research with backend and frontend team for development

Planty

Jan 2020 – Mar 2020

- Formulated a mobile mental-health app using Lean UX
- Created MVPs, Lean Canvas, and Value Proposition Canvas
- Facilitated user testing with paper prototypes, smoke testing, and think aloud
- Collaborated with development team to create working prototype

MyPhilanthropies

Sep 2019 – Dec 2019

- Programmed a web app that supports signup, login, and tracking volunteer information for events
- Presented information to primary stakeholders with bi-weekly powerpoints and meetings
- Wrote requirements document with user stories, use case diagrams, and UML diagrams

Camp Izza

Apr 2019 – Jun 2019

- Redesigned non-profit organization's website on Adobe XD
- Utilized HCI research techniques such as surveys, interviews, cognitive walkthroughs and heuristic evaluation
- Designed high fidelity mock-ups based on user feedback with group of four other students

Contact

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Research Skills

Wireframing

Prototyping

Storyboarding

Surveys

Interviews

Usability Testing

Cognitive Walkthrough

User Stories

Programming Languages

HTML5

CSS3

JavaScript/Typescript

Vue.JS

Java

Python

C++

Software Programs

Figma

Photoshop

Adobe XD

Visual Studio Code

GitHub

Slack

Trello