Roselle Ardosa
UX Designer

Contact

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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
- Coded front-end interface using Vue.JS and Vuetify framework
- Used AWS services to host website and store data in databases

Planty   **Jan 2020 – Mar 2020**
- Worked on a mobile, mental-health app using Lean UX as a user experience researcher
- Created MVPs, Lean Canvas, and Value Proposition Canvas
- Conducted user testing with paper prototypes, smoke testing, and think aloud

MyPhilanthropies   **Sep 2019 – Dec 2020**
- Programmed a web app that supports signup, login, and tracking volunteer information for events
- Connected front-end interface with Django Database using jQuery and AJAX requests
- 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
- Produced high fidelity mock-ups based on user feedback with group of four other students

Research Skills

User Stories

Personas

Storyboarding

Surveys

Interviews

User Testing

Cognitive Walkthrough

Programming Languages

HTML5

CSS3 (Bootstraps, Bulma, Tailwind)

JavaScript/Typescript

Vue.JS

Java

Python

C++

Software Programs

Figma

Photoshop CC

Adobe XD

Visual Studio Code

GitHub

Slack

Trello