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 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 2020**

· 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

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