

Raymond Gonzalez Jr.

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Portfolio
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EDUCATION

Drexel University Antoinette Westphal College of Media Arts and Design
Philadelphia, PA

Bachelor of Science in User Experience and Interaction Design

Anticipated: June 2028

SKILLS

Programming Languages: CSS, Java, JavaScript, Python, Verilog, HTML, Arduino IDE, Amazon AWS

Software/Programs: Adobe Photoshop, Adobe Illustrator, Figma, GitHub, Git

Business Software: Microsoft Office (Excel, Outlook, PowerPoint, Word, Teams); Google (Sheets, Docs, Slides)

Languages: English

Soft Skills: User Research, Wireframing, Prototyping, Usability Testing

Achievements: Dean's List (Fall 24-25)

PROJECT EXPERIENCE

Zodiac Website Development & Wireframes

Philadelphia, PA: Winter 2025

- Implemented dynamic input handling and date-based logic using JavaScript to generate personalized champion results.
- Developed an interactive website that determines a user's "zodiac sign" by matching their birth date to one of 12 League of Legends champions.
- Designed a visually engaging user interface with HTML and CSS
- Enhanced user experience with animations and interactive elements, creating an engaging and immersive experience

Bergo Fencing Website Development & Wireframes

Philadelphia, PA: March 2024 to September 2024

- Designed and implemented a responsive fencing website using HTML & CSS, ensuring a clean and intuitive user interface
- Utilized Git and GitHub for version control, maintaining organized code and facilitating efficient updates
- Optimized content and layout to enhance navigation and accessibility for users
- Developed high fidelity wireframes using Figma, translating concepts into detailed and polished designs.

PROFESSIONAL EXPERIENCE

SRI International

Princeton, NJ: April 2023 to October 2023

Electrical Engineering Intern

- Designed and developed printed circuit boards (PCBs) for various applications, ensuring optimal performance
- Created Python scripts to automate testing processes, improving efficiency and accuracy in data collection
- Conducted probing and testing of LiDAR chips, analyzing performance metrics and contributing to product enhancements

RELEVANT COURSEWORK

User Interface Design I, II
Design II for Media
Scripting for Interactive Digital Media I

Web Design I, II
Product Design Thinking

Design I for Media
Human Factors Engineering
