Raymond Arevalo

Education

UC San Diego
2014-2018

+ B.S. Cognitive Science w/ spec. In Human Computer Interaction
+ Minor in Computer Science
+ Extensive coursework in Human Centered design and Computer Science

Skills

Technologies

+ Invision, Axure, Sketch, Figma, Node.js, Express, Firebase firestore

Practices

+ Information Architecture (IA) User-centered design, A/B Testing, Affinity Diagramming, Usability Testing, User Testing, Wireframe Production, User Research and Persona Creation

Languages

+ JavaScript, jQuery, HTML, CSS, Java, Python 3, C++, PHP

Contact

portfolio
+ raymondarevalo.github.io

email
+ arevalo.raymond@gmail.com

linkedin
+ raymondarevalo

mobile
+ 323.806.3932

Projects

21 Below

+ Part of a team of 4 students that won over client's approval through the design and development of a functional user-centered website prototype
+ Conducted primary and secondary research through think aloud interviews and a competitive analysis. Created a creative brief, mood boards, wireframes, and functional prototypes through the use of HTML, CSS, JavaScript, and Bootstrap

Music Application Redesign

+ Led team of 4 students in the redesign process of a mobile music streaming application. By taking a simple approach to redesigning the information architecture of a music application, it provides a intuitive way for users to construct, manage, and search for music and playlists
+ Conducted user interviews, tested workflows, did a competitive analysis of information architecture of major music applications, and produced a prototype redesign of Spotify and Apple Music

Soccer App

+ Led team of 2 students in designing and building a user centered progressive web application (PWA) to help manage a soccer team
+ Used CRUD principles, javascript, html, css, bootstrap, and cloud firestore
+ Built wireframes and product prototypes using invision and axure

Fit Data

+ Led team of 3 students in building a user centered Node.js web application to further user contribution in health science research
+ Conducted user research, heuristic evaluations, and produced detailed wireframe and prototypes to develop the final design solution

WaterTracker

+ Identified the design problem and design solution of a user centered water usage tracking system through the use of user research, prototyping, and wireframing

Experience

Cognitive Design Studio Instructional Assistant
Spring 2018

+ Managed and helped 6 teams through design and evaluation of prototype applications, products, and systems
+ Constructed and facilitated stimulating content for design laboratory session.

UI Developer - Sapie Space
Feb 2018 - May 2018

+ Led a team of 3 in a human-centered, contextual based, redesign process of Sapie Space
+ Design and implemented a user-friendly interface that won over the manager's concept of web application workflow