

RENOJ VARGHESE

PRODUCT/UX DESIGNER

(203) 584-1217

renoj@uconn.edu

<https://renojvarghese.github.io>

EDUCATION

Master of Fine Arts, Digital Media and Design

University of Connecticut

Graduating May, 2021

GPA: 4.0/4.0

Art Exhibitions: Metropolitan Computer Animation Festival (2019), Ridgefield Art Museum (2019)

Bachelor of Arts, Digital Media and Design

Bachelor of Science, Computer Science

University of Connecticut

Sept, 2015 – May, 2019

GPA: 3.9/4.0

Art Exhibitions: Bushnell Theatre Projection Mapping Show (2018), Fall Open House (2018)

SKILLS

Product Design

UX Design

UI Design

Interaction Design

Motion Design

User Research

Personas & Journey Mapping

Wireframing

Prototyping

Usability Testing

TOOLS

Sketch

InVision

Photoshop

Illustrator

After Effects

HTML/CSS/JavaScript

UserTesting.com

EXPERIENCE

Interaction Specialist, Digital Experience Lab

Storrs, CT

Sept, 2018 – Present

Design and develop a mobile app to help food bank employees manage inventory and shoppers make healthy choices. Previous projects include interactive displays and IoT applications.

UX Designer, Subconscious

Remote from Storrs, CT

Jun, 2019 – Aug, 2019

Promoted clarity, transparency, and usability of the web platform for a mental health nonprofit. Researched problems through stakeholder talks and 7 user tests. Delivered web prototype and validated solution with 8 additional tests

Coach, Codecademy Lifelong Learners

Remote from Storrs, CT

Oct, 2018 – May, 2019

Spearheaded remote team to develop their first web app. Designed and taught curriculum in Google Hangouts. Topics included wireframes, style guides, code prototypes, and collaborative programming

UX Design Intern, Cigna Health Insurance

Bloomfield, CT

May, 2018 – Aug, 2018

Crafted internal tools to be used by Cigna employees through wireframes, visual design, prototyping, and usability tests. Projects included a conference management tool and a call center analytics dashboard.

Web Intern, Blizzard Entertainment

Austin, TX

May, 2017 – Aug, 2017

Researched how to improve web experience for gamers through 6 user interviews and usability tests. Presented findings to designers, developers, and managers to improve experience for future game web sites.

PROJECTS

History of User Experience Design

Nov, 2019 – Dec, 2019

Wrote a 35+ page paper on how User Experience design emerged in the late twentieth century from the fields of computing and human factors

JobHunting Animation

Apr, 2019 – May, 2019

Animated a 2 minute film about the job search experience. Accepted in the Metropolitan Computer Animation Festival (Sept, 2019)