

# RENOJ VARGHESE

PRODUCT/UX DESIGNER

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<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

Mobile Design

Web Design

Interaction Design

Motion Design

User Research

Persona Creation

Journey Mapping

Competitive Analysis

Prototyping

Usability Testing

## TOOLS

Sketch

InVision

Photoshop

Illustrator

After Effects

HTML/CSS/JavaScript

## EXPERIENCE

### Interaction Specialist, Digital Experience Lab

Storrs, CT

Sept, 2018 – Present

Collaborated with faculty to raise \$30,000 for University of Connecticut's research lab dedicated to digital experiences. Designed and developed apps to help food banks to manage inventory and interactive displays for art exhibitions.

### 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 with 100,000 followers. Researched problems through stakeholder talks and 7 user tests. Delivered web prototype and validated solution with 8 additional user tests.

### Coach, Codecademy Lifelong Learners

Remote from Storrs, CT

Oct, 2018 – May, 2019

Spearheaded remote team of 5 learners 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 70,000+ 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 estimated 2,000,000 monthly visitors through user interviews. Presented findings to designers, developers, and managers to improve experience for future sites.

## PROJECTS

### History of User Experience Design

Nov, 2019 – Dec, 2019

Wrote a 30+ 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).