

# RENOJ VARGHESE

PRODUCT/UX DESIGNER

(203) 584-1217      renoj@uconn.edu      www.heyrenoj.com

## 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)