

# 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

Student Speaker, Impact Labs Summit 2020

Exhibiting Animator, MetroCAF 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

Conference Attendee, Design Nation 2019

Exhibiting Artist, Bushnell Art Show 2018

## TOOLS

Figma

Sketch

InVision

Abstract

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

HTML/CSS/JavaScript

UserTesting.com

## SKILLS

Product Design

UX/UI Design

Interaction Design

Visual Design

Prototyping

Graphic Design

Motion Design

Mobile Design

Web Design

User Research

Usability Testing

## EXPERIENCE

### Communications Designer, University of Connecticut Graduate School

Remote from Storrs, CT

Sep, 2020 – Present

Craft social media, email, and website communications by creating digital graphics, visual design systems, a copywriting guide, and a content calendar to support 8,000+ graduate students along their academic journey.

### Product Design Intern, Glassdoor

Remote from Storrs, CT

May, 2020 – Aug, 2020

Connected 600,000+ employers to job seekers by designing tools to help employers manage their profile. Skills include user research, sketching, wireframing, visual design, and prototyping.

### Interaction Specialist, Digital Experience Lab

Storrs, CT

Sep, 2018 – May, 2020

Created a barcode scanning app to help food banks manage inventory. Deliverables included wireframes, user flows, prototypes, and JavaScript apps. Efforts raised \$24,000+ from grants and partnerships.

### UX Designer, Subconscious

Remote from Storrs, CT

Jun, 2019 – Aug, 2019

Redesigned the web storytelling platform for a mental health nonprofit. Researched problems through stakeholder talks and 7 user tests. Delivered web prototype and validated solution with 8 additional user tests.

### UX Design Intern, Cigna Health Insurance

Bloomfield, CT

May, 2018 – Aug, 2018

Designed 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 an estimated 2,000,000+ monthly visitors through user interviews. Presented findings to designers, developers, and managers to improve experience for future websites.

## PROJECTS

### Inclusive Dating Apps

Apr, 2020 – May, 2020

Conducted 6 user interviews and analyzed 20+ dating apps to understand how to make datings apps more inclusive for the LGBTQ+ community.

### History of UX 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.