

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

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

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.