

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

Interaction Design

Visual Design

Prototyping

Motion Design

Wireframing

Mobile Design

Web Design

User Research

Usability Testing

EXPERIENCE

Communications Designer, University of Connecticut Graduate School
Remote from Storrs, CT
Sep, 2020 – May, 2021

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.