

RENOJ VARGHESE

DIGITAL 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

Sketch

InVision

Abstract

Figma

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

Digital Designer, University of Connecticut Graduate School

Remote from Storrs, CT

May, 2020 – Aug, 2020

Unify web experiences and social media through a visual design system, writing style guide, and content calendar to provide resources to 8,000+ graduate students.

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

Sept, 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

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 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

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).