

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

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)

TOOLS

Sketch

InVision

Abstract

Figma

Photoshop

Illustrator

After Effects

HTML/CSS/JavaScript

GitHub

SKILLS

Mobile Design

Web Design

Interaction Design

Motion Design

User Research

Persona Creation

Journey Mapping

Competitive Analysis

Prototyping

Usability Testing

User Testing

EXPERIENCE

Product Design Intern, Glassdoor

Remote from Storrs, CT

May, 2020 – Aug, 2020

Designing tools to help job seekers find a job and company they love.

Interaction Specialist, Digital Experience Lab

Storrs, CT

Sept, 2018 – May, 2020

Designed and developed 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.

Coach, Codecademy Lifelong Learners

Remote from Storrs, CT

Oct, 2018 – May, 2019

Spearheaded remote team of 5 learners 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 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 estimated 2,000,000+ monthly visitors through user interviews. Presented findings to designers, developers, and managers to improve experience for future sites.

PROJECTS

History of User Experience 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.

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).