RENEE BOGDANY

518 - 888 - 4541

rkb4472@rit.edu

www.linkedin.com/in/renee bogdany

PORTFOLIO WEBSITE:
https://rkb4472.github.io/bogdany-portfolio/

EDUCATION

Rochester Institute of Technology
Grad Date: Dec 2024
Degree: Bachelor of Science in Human-Centered Computing and Web & Mobile Computing
GPA: 4.0
Awards: Outstanding Undergraduate Scholar, Dean's List, Presidential Scholarship

SKILLS

DESIGN / RESEARCH

- Figma, Sketch, Adobe XD
- Wireframing/Prototyping
- Mural, Miro, FigJam
- User Journey Mapping
- Interviewing/User Testing

LANGUAGE

- JavaScript
- Vue.js
- jQuery
- React.js
- HTML
- CSS/SCSS
- Java
- MySQL

SOFTWARE

- Version Control (Git)
- Adobe Photoshop/Illustrator
- Visual Studio Code
- Jira
- Qualtrics
- Userlytics

ACTIVITIES

- UX Club
- Women In Computing
- Psychology Research Group - Administered EEG and neuropsychology tasks to participants
- Honors College - completed 40+ hours of volunteer work
- Intramural Basketball (Team Captain), Soccer, and Volleyball

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Detail-oriented individual with 1 year of experience in creating user-centered designs and optimizing user experiences. Well-organized and customer-focused with proven skills in communication, teamwork, and leadership. Seeking a position as a UX Designer or UX Researcher.

WORK EXPERIENCE

Ab Initio   **June 2023 - August 2023**
UX Design Intern

- Designed a website that displays shared, reusable React components and their documentation, in order to help facilitate creating a cohesive, uniform experience across the company's multiple products. Conducted cart sort and user interviews to get feedback and iterate on designs. Presented mock-ups and research to UX team and development leads.

Johnson & Johnson   **January 2023 - June 2023**
Experience Design Technology Intern

- Worked across multiple different Agile teams to provide UX/UI design support for digital products, which involved developing wireframes, customer journey mapping, conducting heuristic evaluations, and setting up usability sessions in Userlytics. Also, collaborated with vendors and developers to gather feedback and translate it into user stories that would add product features and improvements.
- Collaborated with Design and Business leads, to design a mockup within a design system for a new webpage on a customer facing marketing website. Also, assisted with moving the UI Kit/Design system from Adobe XD to Figma.

Rochester Institute of Technology   **January 2022 - May 2022**
Research Assistant

- Researched WCAG, created mock-ups, and conducted interviews with designers to propose ways to include accessibility checks directly in prototyping tools. Also, assisted graduate student with a research study about UX in AR/VR.

Liberty Mutual Insurance Company   **May 2022 - August 2022**
Software Engineering Intern

- Worked on a full-stack agile development team, utilized Vue.js to develop new components that were crucial for improving the customer experience and fulfilling requested functionality. Made many visual improvements to the site using SCSS.
- Collaborated with the Product Designer to create a user study, then ran the study and analyzed each customer interview. Based on the results, created a user journey map that identified pain points and determined appropriate improvements for the website to improve the experience for the team.

Rochester Institute of Technology   **September 2022 - present**
Grader

- Grader for Client Programming, a web development class (Javascript/React).
- Held tutoring hours every week, in order to assist students with class material and projects. Also graded students' projects and provided feedback.

UX PROJECTS

Rochester Childfirst Network Prototype

- Created a mobile app prototype in Figma for the Rochester Childfirst Network (RCN), which increased the overall efficiency of student pick-up and drop-off. Was for the 2022 UX Studio Design Challenge (a week long hackathon type competition at RIT). The project was selected by RCN representatives to win the competition.

RIT MyLife Redesign

- Analyzed and redesigned the RIT housing and dining website, in order to improve the navigation and user flow in the student application process, so users can complete the applications easier and quicker.
- Created lo-fi and hi-fi versions of a Figma prototype to use in a usability study with RIT students and iterated on designs based on participant feedback.

LEADERSHIP

Design Director for BrickHack

- Managed a group of students and collaborated with other directors to develop overall branding (logos, color scheme, typography, etc.), club/event website design, social media posts, physical swag, and signage for two annual hackathons.