

RACHEL KURATA

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EDUCATION

UC San Diego
B.S., Cognitive Science, emphasis on Human Computer Interaction
Minor, Business

Graduation Date: June 2016
GPA: 3.544

SKILLS

- Solid understanding of user-centered design thinking and HCI principles
- Applied experience with need-finding, user research, user scenarios, wireframes
- Proficient in Illustrator, Axure, Balsamiq
- Excellent work ethic, time management & organizational skills

EXPERIENCE

Foundation for Learning Equality | Visual Designer (June 2015-present)

- Designed a landing page to showcase software features in a concise, informative, & engaging way
- Relied on rapid iteration based on feedback, technical and time constraints
- Worked under agile environment

b.One Design | User Centered Designer (June –Aug 2015)

- Used InDesign to record measurements & details of interface designs for programmers to implement
- Adhered to evolving deadlines by maintaining constant communication with superiors

PROJECTS

Buddy System | Web-based Mobile Application | UX Designer (Jan-Mar 2015)

- Created an application to encourage formation of valuable student-professor networks
- Conducted need-finding interviews to find breakdowns and design opportunities
- Created paper prototypes & storyboards to establish empathy with the user
- Planned and executed research studies in the form of heuristic evaluations, user testing, and A/B tests to validate designs choices
- Chosen as top project in studio, evaluated by Scott Klemmer and Don Norman

Zillow Housing Data Visualization | Website | Interaction Designer (May-June 2015)

- Designed interactive visualizations for users to explore local housing profitability trends over time
- Conceptualized the layout, visualizations, and interactions with low & high fidelity wireframes
- Partnered closely with engineers to rapidly iterate based on user feedback, technical constraints, and time constraints

Howl | Web-based Mobile Application | UX Designer (Aug-Sep 2015)

- Designed a platform for recent graduates to share their experiences and advice with hopeful undergraduate students
- Conceptualized user cases and scenarios and created personas to ensure user-centric design
- Collaborated with other designers using parallel prototyping methods