Ruby Boyle

User Experience Engineer

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Experience

Product Designer — Varian x UCI
March 2023 – Present · Contract

- Creating a patient facing app prototype to accompany respiratory motion management for radiation therapy.
- Analyzing data backed by ethnographic interviews with radiation therapists, physicists, and oncologists for informed designs.
- Designing a solution for patients to familiarize breathing patterns for simulating the visual coaching device monitor during treatment.

UX Accessibility Engineer — Shop.com
May 2022 – Present

- Designing prototypes for 2.1 AA WCAG compliance for e-commerce site features such as search, wallet, and checkout.
- Conducting accessibility reviews and making recommendations for designs and code.
- Testing site wide with automation and screen readers to document pitfalls in compliance.
- Establishing requirements for components that are interactive and maintaining them in the code base.

Front End UI Developer — Shop.com
September 2018 – May 2022

- Developed scalable, clean, and semantic code from prototypes.
- Created a headless CMS for internal merchandising team to assemble landing pages with modular components.
- Collaborated with service and back end teams to integrate interfaces with dynamic data.

Education

M.S. Human Computer Interaction and Design
UC Irvine
Aug. 2022 – Sept. 2023

B.S. Communication Design Minor Computer Science
CSU Monterey
May 2019

Skills

Prototyping
Wireframing
Web Accessibility
User Experience
User Interface
User Research
User Testing
User Journey

Tools

Figma
HTML
CSS
JavaScript
JSON
Git
Voiceover
NVDA
ARIA