

Ruby Boyle

Product Designer

rubyboyle.com

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925.856.0400

Experience

Product Designer

March 2023 – Present

Varian x UC Irvine

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

May 2022 – Present

Shop.com

Full-time

- 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

September 2018 – May 2022

Shop.com

Full-time

- 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

September 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