

# Silvana Moiceanu

Product Designer

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https://silvanamoiceanu.github.io/

## Education

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|-----------|---|
| Aug 2023  | Masters - Information Management and Systems (University of California, Berkeley) |
| June 2021 | B.S. Cognitive Science - AI and HCI (University of California, Santa Cruz)        |
|           | B.A. Studio Arts (University of California, Santa Cruz)                           |
|           | Minor in Computer Science (University of California, Santa Cruz)                  |

## Statement of Purpose

Product Designer with leadership experience delivering solutions to IT, non-profit, and education fields.

## Skills

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|--|--|---|
| • UX/UI Software: Figma, Miro, Photoshop, Adobe XD | • Digital Audio Workstation: Logic                                     | • Qualitative Research Methods                      |
| • Design Thinking                                  | • UX Methods: Competitive analysis, heuristic evaluation, user testing | • Quantitative Research Methods                     |
| • Adobe Illustrator, InDesign                      |  | • Programming: Python, JS                           |
|  |  | • Surveys, analytics, metrics, design of experiment |

## Projects

### Vmware Tanzu Labs White Paper on Data Science — Spring 2023

- Developed flow chart representing data flows for different data science practices.
- Worked with all remote team to develop white paper.
- Advocated for ideas and graphics that were developed in house.

### Nacional Monte de Piedad - Non-Profit Low-Interest Rate Loans - Winter 2022

- Led user interviews in English and Spanish. Met with key stakeholders to identify business needs.
- Identified patterns in interviews and assisted in event storming sessions to find MVP.
- Presented results at the end of each week. Team represented in 3 different time zones CST, EST, and BST.

### Department of Education NYC — School Dashboard — Fall 2022

- Redesigned school data submission dashboard with Lean and Agile principles.
- Designed wireframe using Figma for UI design, landing page, and custom assets.
- Presented app demo to stakeholders for iterative feedback.

## Experience

### 2022-2023 Product Designer and Consultant VMware Tanzu Labs

#### Role outline

- Business stakeholders and clients include non-profit NMP, VMware internal, and NYC DOE.

### 2018 - 2019 Research Assistant at Biobehavioral Pediatric Pain Lab Stanford Medical Children's Hospital

#### Role outline

- Transcribed 12 user interviews for bodily awareness after cancer study and designed branding for Stanford Lab.
- Planned and aided in participant interviews using qualitative methods to further medical study aim.

### 2019 - 2020 Student Consultant Manager - Training ITS Learning Technologies

#### Role outline

- Maintained and managed 9 UCSC Mac and Windows computer labs with staff of 40 student consultants.
- Met weekly with management team to direct business operations and led professional interviews for hiring staff.

## Other Skills

- Fluent Romanian, intermediate Spanish