Silvana Moiceanu
UX Designer

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Education

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)
Dec 2021	**Google UX Professional Design Certification** (Coursera)

Statement of Purpose

Highly creative Audio Engineer and UX Designer delivering creative solutions to IT, medical, and design fields.

Skills

- UX/UI Software: Figma
- Design Thinking
- Adobe Illustrator, XD, Photoshop, InDesign
- Digital Audio Workspace: Logic
- UX Methods: User Centered Design
- Qualitative Research Methods
- OS: Linux, Windows, macOS
- Languages: Python, JavaScript
- Quantitative Research Methods

Projects

Google x Biodesign Challenge Sprint 2021
- Led development of manual on e-waste recycling for Google's 1 billion device ecosystem to aid in recycling.
- Managed international team representing 3 different time zones through focus groups and scheduling.
- Presented manual to team of expert judges from BDC and Google in a professional manner.

3feet— Stanford TreeHacks Hardware Hacks winning project 2019
- Created iOS mobile app in a small team with tracking and sensor technology alerting cyclists to roadside dangers.
- Designed wireframe using Figma and Adoble Illustrator for UI design, splash page, and logo design.
- Presented app and hardware demo to expert judges resulting in win for best hardware hack.

Neuromatch Academy, Deep Learning — Summer 2021
- Intensive bootcamp on Deep Learning with team project focused on Natural Language Processing.
- Assisted development on Natural Language Processing using pretrained-BERT for product sentiment analysis.
- Obtained certificate of completion and collaborated with students representing 4 different time zones.

Experience

2021	**Intern - Audio Engineering and Teaching Support** **Womens Audio Mission**

Role outline

- Obtained training in fundamentals of Audio Engineering including DAW and soldering based projects.
- Classroom support as a TA for WAM Level 1 Course and Girls on the Mic at WAM studios.

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

Role outline

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

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.

Other Skills

- Fluent Romanian, intermediate Spanish
- Hackathon attendee, painting, digital fabrication, audio engineering, and product design