Sylvia Pericles

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Portfolio: https://sylviapericles.com

WORK EXPERIENCE

AXA Equitable Holdings: July-August 2018
Sr Associate UI/UX Design Intern

- Created wireframes, storyboards, user flows, process flows and site maps to effectively communicate interaction and design ideas

- Work side by side with developers to implement new UI features

- Translated wireframes/mockups into responsive, interactive features, using HTML/CSS and JavaScript

- Acted as a Scrum Master with a focus on guiding the team towards a successful project.

Aride.io: Jan-March 2018
UI/UX Developer intern

- Created wireframes and prototype for mobile platform
- Worked closely with the software engineer team to ensure technical feasibility and correct design implementation.
- Collaborates with product owner, development and QA teams on the mockups and navigation flows

State University of New York College at Oswego: AUG 2017-present
Institutional Research and Assessment Database: Graduate Assistant

- Maintained database performance by troubleshooting problems.
- Assist in business intelligence initiatives
- Informed senior technical management by preparing reports on system performance and problems
- Developed code to create data visualizations for conference meetings

Columbia University: July -AUG 2011-2015
The Lamont–Doherty Earth Observatory| Geochemistry Research Assistant

- Conducted research studies alongside professional scientists
- Assisted in developing websites concerning research data using HTML and CSS
- Managed various research projects: Microbial Batteries: Isolation of Photosynthetic Anaerobic Bacteria form Piermont Marsh

Visit Portfolio for projects: https://sylviapericles.000webhostapp.com

SKILLS

Design & Research
- Wireframe, Prototype
- Survey/Questionnaire
- Storyboard, Personas, User Flows, Site map
- Field Study Interview, User Testing, A/B
- Information Architecture

Software & Tools
- Adobe Creative Suite
- Uxpin, InVision, Axure
- Protopie.io, Figma
- Qualtrics, SurveyMonkey

Programming Languages
- **Proficient:** HTML, CSS, Bootstrap
- **Intermediate:** JavaScript, Java, SQL
- **Basic:** Angular, D3js, React.js, R

Honors/Awards
- Grow with Google 2018 Challenge Scholarship Recipient
- Hack Upstate 2018 Winner
- Keynote speaker at the Black & White Gala fundraiser for Seamen's Society' Oct 2011

Languages
- **Fluent**: French, Haitian Creole, Spanish,
- **Elementary**: Portuguese

EDUCATION

State University of New York at Oswego
M.A. Human-Computer Interaction
Expected Graduation: May 2019

Johns Hopkins University
Data Science Specialization (Coursera certificate)

State University of New York at Oswego
B.S. Health & Wellness Management
Minor: Business Administration & Chemistry
Graduated: May 2017

Publications

Video Game User Experience: To VR, or Not to VR?. In *2018 IEEE Games, Entertainment, Media Conference (GEM)* (pp. 1-9). IEEE.

Analysis of Emotional Responses and User Experience in Virtual Reality: *Pending approval*