

Sylvia Pericles

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WORK EXPERIENCE

UI/ UX Design Intern

July 2018–August 2018

AXA Equitable Holdings

Created wireframes, storyboards, user flows, process flows and site maps to effectively communicate interaction and design ideas. Worked with engineers and product managers to implement new UI features. Translated wireframes/mockups into responsive, interactive features, using HTML/CSS and JavaScript. Acted as a temporary Scrum Master with a focus on guiding the team towards a successful project.

UI/UX Developer Intern

Jan 2018–March 2018

Aride.io

Worked closely with the software engineer team to ensure technical feasibility and correct design implementation. Collaborated with the product owner on the mockups and navigation flows

Graduate Assistant

Aug 2017–Dec 2018

State University of New York College at Oswego | IR&A Office

Maintained database performance by troubleshooting problems. Informed senior technical management by preparing reports on system performance. Developed code to create data visualizations for conference meetings

Research Assistant

July 2011 –Aug 2015

The Lamont–Doherty Earth Observatory | Columbia University

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 from Piermont Marsh”

SKILLS

Design & Research
Storyboarding
Persona
Wireframing
Rapid Prototyping
Usability Testing
Survey

Prototype Tools

Adobe Creative Suite
Figma
InVision
Axure
Protopie.io

Programming

HTML, CSS
JavaScript, D3.js
Java
SQL
Angular

Languages

French
Haitian Creole
Spanish
Portuguese

EDUCATION

State University of New York at Oswego

Aug 2017–Dec 2018, Oswego, NY

M.A. Human-Computer Interaction

State University of New York at Oswego

Aug 2013–May 2017, Oswego, NY

B.S. Health & Wellness Management

PUBLICATIONS

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