# **Stephan Somers**

## UX Designer & Front-End Developer

Email <u>ssomers@ucsd.edu</u>
Portfolio <u>stephansomers.com</u>

LinkedIn <u>linkedin.com/in/ssomers42</u>

Phone (661)733-9552

### **EDUCATION**

#### **Human-Computer Interaction (BS)**

University of California, San Diego Class of 2018

### **SKILLS**

### Design

Ideation, Wireframing, Storyboarding, User Flows, Rapid Prototyping

#### **Tools**

Adobe XD, Figma, Adobe Photoshop, Adobe After Effects, InVision, Zeplin, HTML, CSS, JS, Java, Python, Angular, Sketch

#### Research

Personas, Ethnography, User Interviews, Needfinding, Competitive Analysis, Heuristic Evaluations, Card Sorting, Usability Testing

### **AWARDS**

## Design At UCSD Design Sprint Competition,

**First Place x 2,** March 2018 & May 2018 First place prize for ideating and prototyping a curated open source education platform for sharing resources between teachers and students.

First place prize for redesign of Illumina's NextSeq 550Dx operating software.

#### **UCSD Halicioglu Data Science Competition,**

First Place, March 2018

First place prize for data analysis on the correlation between veteran suicide rates and socioeconomic status with the goal of better allocation of suicide prevention resources.

### **EXPERIENCE**

# **YOMP,** San Diego, CA— *UX/UI Designer* Mobile Application Startup for College Students

IANUARY 2018 - PRESENT

- Conduct user interviews and competitive analysis to develop business insights.
- Develop low-high fidelity wireframes and visual branding guidelines to hand off to back end developers.
- Work to deliver end-to-end UX/UI design process and deliverables from user flows, wireframes, and prototypes to consumer facing page layouts and designs using a variety of tools including Photoshop and InVision.

## **Slant,** San Diego, CA— *UX/UI Designer* Mobile Application Startup for Civic Engagement

JUNE 2018 - PRESENT

- Conduct expert reviews and competitive analyses of products operating in the same space.
- Create personas, storyboards, and journey maps to generate empathy and identify pain points in the user's experience.
- Continuously iterate and test prototypes of varying levels of fidelity using tools such as Adobe XD, InVision, and UserTesting.

## **Global Ties,** La Jolla, CA—*UX Design & Development* Responsive Web Application for San Diego Non-Profit

JANUARY 2017 - MARCH 2017

- Managed a team of 8 to design and build a classification tool and visual aid for a nonprofit client, Center for Community Health, which increased productivity by 20%.
- Utilized HTML, CSS, and JS to develop the front-end of the application.

# **CHEAR,** La Jolla, CA—*Research Assistant* Behavioral Psychology Lab

NOVEMBER 2017 - AUGUST 2018

- Administer assessments including psychophysiological measurements such as EMG, GSR, and ECG.
- Closely observe participants behaviors during assessments.
- Worked to quickly build rapport with participants to create a comfortable environment.