Stefanie Mendoza

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EXPERIENCE

Naked Development   **Jan 2025 - Present**
Product Designer   Irvine, CA
- Collaborating with cross-functional teams to transform client concepts into high-fidelity prototypes, ensuring smooth zero-to-one handoffs for mobile app development
- Leading strategic discussions with clients from various industries to map out MVPs, define product goals, gather requirements, and prioritize core functionality to bring their product vision to life
- Managing the UI design process, working closely with development teams to maintain design consistency & brand identity, and ensure technical feasibility
- Design and deliver user-centered assets such as wireframes, personas, style guides, mood boards, high-fidelity mockups, and interactive prototypes

Nutripair   **May 2023 - Present**
UX/UI Designer   Irvine, CA
- Designing and executing the end-to-end development for two mobile applications and a business management portal.
- Creating user flows, wireframes, and interactive prototypes, building a design system to ensure consistency and support effective team collaboration.
- Incorporating user feedback in an iterative design process, enhancing usability, and optimizing the overall user experience.
- Working closely with a cross-functional team of developers and product managers to facilitate smooth design implementations and hand-offs.
- Developed a cohesive app brand and identity that ensures consistency and strengthens alignment with our target audience.

Develop for Good   **Apr 2021 - Dec 2022**
Product Manager   Irvine, CA
- Managed a team of designers and developers for the redesign and deployment of a nonprofit website.
- Enhanced the responsiveness and accessibility of the site to support users, resulting in higher user retention and involvement within the community, with donations and volunteer engagement increasing by 20%.
- Defined the project framework, goals, and road-mapped features, collaboratively extensively with stakeholders to streamline collaboration across teams.

Design for America   **Feb 2021 - Nov 2021**
UX/UI Designer   San Diego, CA
- Led a UX design team of students through iterative design and research to create a tool that connects first-generation college students in the UC San Diego Trio program with valuable resources.
- Defined user needs through interviews with students and mentors, synthesizing findings to develop user flows & prototypes.

Stacks   **Dec 2020 - Jan 2022**
UX/UI Designer   San Diego, CA
- Spearheaded the UX/UI team of a student-led startup that provides aggregated, optimized discounts through an web extension-based application.
- Oversaw and participated in user interviews & usability testing, using feedback to iteratively improve prototypes.
- Established and developed the team's processes for user research and design.

Dexcom   **Jun 2020 - Apr 2021**
Product Design Intern   San Diego, CA
- Developed a design solution that integrates into Dexcom's native mobile and web applications, addressing long-standing user needs, which received positive approval from stakeholders and testers.
- Interviewed physicians and patients to identify areas of opportunity in diabetes education, emotional support tools, nutrition, and telehealth.

- Worked extensively with clinicians to develop diagnostic support tools that would help alleviate user pain points to enhance the human-centered experience with managing diabetes.

Diabetes Design Initiative   **Jan 2020 - Dec 2020**
Product Designer   San Diego, CA
- Led a team of design interns in the creation of a user-focused diabetes education web tool, incorporating insights from expert physicians and user research to develop high-fidelity prototypes.
- Designed and launched an online data visualization tool, that simplifies challenging concepts of diabetes management and presents them in an understandable format.

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO   **Sep 2017 - Jun 2021**
Bachelor of Arts, Speculative Design   San Diego, CA
Minor in Cognitive Science|Design and Interaction

UC SAN DIEGO, EXTENDED STUDIES   **Apr 2018 - Jun 2020**
Front End Development Certificate Program   San Diego, CA

OTHER

Technical Skills: Interaction Design, User Interviews, Usability Testing, Product Design, Design Thinking, Problem-Solving Competitive Analysis, User Research, Interface Design, Rapid Iteration, Wireframing, Agile, Prototyping, Heuristic Evaluation, Visual Design, Branding, Typography, User Flows, A/B Testing, Personas, Kanban Board, Information Architecture, Data Analytics, Web Design, Mobile Design, iOS, Android, Graphic Design, Affinity Mapping, UX Strategy, Web Project Management, Requirements Gathering, Team Building, Internal Communications

Tools: Figma, Zeplin, Sketch, Adobe XD, InDesign, Photoshop, Illustrator, Invision, Adobe CC, WordPress, Jira, Notion, Miro, Github, Google Analytics, Microsoft Office/365, HTML, CSS, Visual Studio Code, TestFlight, Slack, Monday, Google Meet