Stefanie Mendoza

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WORK EXPERIENCE

Design For Good   San Diego, CA
Product Manager   *April 2021 – Present*

- Organized the redesign of the LGBT Community Network website to increase efficiency and usability for users.

- The new website design was responsive and accessible, increasing user retention and engagement within the LGBTQIA+ community.

- Managed the project strategy, roadmap, and planned features that drove the execution of the website design and implementation.

Dexcom   San Diego, CA
UX/UI Designer   *June 2020 – April 2021*

- Worked with focus groups to understand their personal challenges and conducted research with clinicians to develop concepts for an improved Dexcom experience.
- Develop a design solution for patients with diabetes by conducting a systematic analysis of pain points and dependencies in current diabetes management that can be integrated into the Dexcom Clarity App.

Diabetes Design Initiative   San Diego, CA
Product Designer   *January 2019 - December 2020*

- Led initiatives to create new diabetes education web tools by conducting user research and interviews with expert physicians to create high-fidelity prototypes.
- Designed and implemented a visualization data tool Insulearn, a website that gave users a better understanding of diabetes management.

LEADERSHIP EXPERIENCE

Design For America   San Diego, CA
Lead Student UX/UI Designer   *February 2021 – November 2021*

- Coordinated a team of students through iterative design processes and research to develop a tool that connects first-generation college students in the UC San Diego Trio program to helpful resources.

- Defined user needs through interviews with students and mentors, synthesizing this data to develop user flows and mockups.

Stacks   San Diego, CA
Head of Design   *December 2020 - Present*

- Led the UX/UI division of a student-led startup with an aim to provide aggregated, optimized discounts through an extension-based web application.

- Oversaw and participated in conducting user interviews, usability tests, and the creation of high-fidelity prototypes.

EDUCATION

UC San Diego   San Diego, CA
B.A. in Speculative Design
Minor in Cognitive Science, Specialization in Design & Interaction   *September 2017 – June 2021*

- UCSD Extension – Front-End Development Certification   *Fall 2021*

SKILLS & INTERESTS

Skills: User Research | UX/Product Design | Prototyping | Wireframes | Google Analytics | Usability Testing | Interaction Design | Ethnographic Studies | A/B Testing | **Tools:** Figma | Sketch | Adobe Suite