STEFANIE MENDOZA (she/her)
Designer: UX/UI, Product

✦ CONTACT

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✦ EDUCATION

University of California, San Diego
B.A: Speculative Design | Spring 2021
Minor: Cognitive Science with
Specialization in Design & Interaction

UC San Diego Extension
Front End Development
Certification | Fall 2021

✦ SKILLS

DESIGN
Interactive Prototype, Lo-fi and Hi-fi Mockups, Style Guides, Sketching, Wire-framing, Paper Prototyping, User flow,

RESEARCH
User Testing, Usability Testing, A/B testing, Ethnographic Research, User Journeys, Moderated Interviews, Competitive Analysis, Quantitative and Qualitative research, Information Architecture

TOOLSET
Figma, Adobe XD, Indesign, After Effects, Figma, Sketch, Miro, Wordpress, Balsamiq, Photoshop, Illustrator, Webflow, Invision, Principle, Protopie, Zeplin

DEVELOPMENT
HTML/CSS, JavaScript, Java (basic), Python (basic), Git, Heroku

✦ EXPERIENCE

DEVELOP FOR GOOD

Product Manager   Present - Apr 2021

- Organized the redesign of the LGBT Community Network website to increase efficiency and usability for users.
- The new website design is responsive and accessible, increasing user retention and engagement within the LGBTQIA+ community.
- Defined the project framework, roadmap, and planned features that drove the execution of the website design and implementation.

DEXCOM

UX/UI Design Intern   Apr 2021 - June 2020

- Worked with focus groups to understand their personal challenges and conducted research with clinicians to develop concepts for an improved Dexcom experience.
- Collaborated with stakeholders and designers to analyze opportunity points to deliver wireframes and interactive prototypes
- Develop a design solution 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

Product Design Intern   Dec 2020 - Jan 2019

- 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.

DESIGN FOR AMERICA   Nov 2021 - Feb 2021

Lead UX/UI Student Designer

- 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

Product Designer   Present - Dec 2020

- 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.