

Stefanie Mendoza

stefvm001@gmail.com | stefaniemendoza.com | linkedin.com/in/stefaniemendoza

EXPERIENCE

Nutripair

May 2023 - Present

UX/UI Designer

Irvine, CA

- Developing wireframes, case studies, personas, interactive prototypes, and high-fidelity mockups to effectively communicate design concepts, facilitating quicker handoffs and optimizing user experience
- Conducting user research and usability testing to gather feedback and iterate on designs by leveraging design principles to optimize the app's functionality
- Collaborating closely with developers throughout the design process, ensuring smooth communication, streamline development process, and accurate implementation of designs into final products.

Develop for Good

Apr 2021 - Dec 2022

Product Manager

Irvine, CA

- Oversaw redesign and development of the LGBT Community Network's website to be more responsive and accessible
- Updated desktop and mobile site, resulting in higher user retention and involvement within the LGBTQIA+ community with donations and volunteer engagement increasing by 20%
- Defined the project framework and road mapped features, utilizing research methods, to guide design implementation
- Provided a user-friendly interface for stakeholders & volunteers to conveniently view, modify, and update information daily on the backend

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 effectively connects first-generation college students in the UC San Diego Trio program with valuable resources
- Applied UX design principles to define user needs through interviews with students and mentors, synthesizing this data to develop intuitive user flows and mockups

Stacks

Dec 2020 - Jan 2022

UX/UI Designer

San Diego, CA

- 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 actively participated in UX research & design processes, oversaw user interviews & usability testing, and collaborated with team to create high-fidelity prototypes based on user feedback

Dexcom

Jun 2020 - Apr 2021

Product Design Intern

San Diego, CA

- Conducted comprehensive analysis of pain points and dependencies associated with managing diabetes
- Developed a design solution that integrates into the existing Dexcom Clarity app which received approval from stakeholders
- Interviewed physicians and patients to identify areas of opportunity in diabetes education, emotional support tools, nutrition, and telehealth
- Partnered with clinicians to conduct research and develop concepts that would enhance Dexcom user experience

Diabetes Design Initiative

Jan 2020 - Dec 2020

Product Design Intern

San Diego, CA

- Guided a team of design students 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 developed a data visualization tool, Insulearn, that simplifies challenging core concepts of diabetes management, such as insulin & nutrition, and present them in a understandable format

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

Bachelor of Arts

Major in Speculative Design

Minor in Cognitive Science; Specialization in Design and Interaction

Jun 2021

San Diego, CA

UC SAN DIEGO, EXTENSION

Certification Program in Front End Development

Jun 2020

San Diego, CA

OTHER

Technical Skills: User Interviews, Usability Testing, Product Design, Competitive Analysis, User Research, Interface Design, Rapid Iteration, Wireframing, Prototyping, Visual Design, User Flows, A/B Testing, Personas, Information Architecture, Web Design, Mobile Design, iOS, Android

Tools: Figma, Sketch, Adobe XD, InDesign, Photoshop, Illustrator, Invision, WordPress, Jira, Notion, Miro, Github, Google Analytics, Microsoft Office, HTML/CSS, Visual Studio Code