

STEFANIE MENDOZA (she/her)

UX | PRODUCT DESIGNER

✦ CONTACT

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PORTFOLIO:

Stefaniemendoza.com

✦ 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

Photoshop, Illustrator, XD, Indesign, After Effects, Figma, Sketch, Miro, Wordpress, Balsamiq

DEVELOPMENT

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

✦ EXPERIENCE

DEVELOP FOR GOOD

Present - Apr 2021

Product Manager

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

DEXCOM

Apr 2021 - June 2020

Lead UX/UI Design Intern

- Explored areas of diabetes education, emotional support, & telehealth through user research and moderated interviews with physicians and patients to find opportunity points.
- Conducted weekly presentations, delivered wireframes and interactive prototypes to the Dexcom stakeholders and designers.

DIABETES DESIGN INITIATIVE

Dec 2020 - Jan 2019

Product Design Intern

- 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 by conducting a systematic analysis of pain points and dependencies in current diabetes management that can be integrated into the Dexcom Clarity App.

✦ LEADERSHIP

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

Present - Dec 2020

Product Designer

- 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.