



# STEFANIE MENDOZA (she/her)

Product | UX/UI Designer

## ⊕ CONTACT

Portfolio:  
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## ⊕ EDUCATION

University of California, San Diego  
B.A: Speculative Design '22  
Minor: Cognitive Science with  
Specialization in Design & Interaction

UC San Diego Extension  
Front End Development  
Certification '21

## ⊕ 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, Kanban, Protopie, Zeplin, Jira

### DEVELOPMENT

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

## ⊕ EXPERIENCE

### DEVELOP FOR GOOD

#### *Product Manager*

Apr 2021 - Present

- Oversaw a team of 6 in redesigning and developing the LGBT Community Network website to be more responsive & accessible.
- Updated desktop and mobile site resulting in higher user retention and involvement within the LGBTQIA+ community with more donations and volunteer engagement increasing by 20%.
- Defined the project framework and road mapped features, utilizing user research methods, to guide the implementation for redesign.
- Provided a user-friendly interface for the client and volunteers to conveniently view, modify, and update information daily on the back end.

### DESIGN FOR AMERICA

#### *Product Designer*

Feb 2021 - Nov 2021

- 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

#### *Product Designer*

Dec 2020 - Jan 2022

- 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 the UX research and design process, overseeing user interviews and usability tests, and collaborating with the team to create and refine high-fidelity prototypes based on user feedback.



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## ★ EXPERIENCE

### DEXCOM

*UX/UI Design Intern*

June 2020 - Apr 2021

- Conducted comprehensive analysis of pain points and dependencies associated with managing diabetes.
- Developed a design solution that seamlessly integrates into the existing Dexcom Clarity app and received approval from stakeholders.
- Interviewed with physicians and patients to identify areas of opportunity in diabetes education, emotional support, nutrition, and tele-health.
- Facilitated four focus group discussions to gain further insight into different user groups' challenges.
- Partnered with clinicians to conduct research and develop innovative concepts to enhance the Dexcom user experience.

### DIABETES DESIGN INITIATIVE

*Lead UX/UI Designer*

Jan 2019 - Dec 2020

- 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 and nutrition, and presents them in an understandable format.