

# STEFANIE MENDOZA (she/her)

Product | UX/UI Designer

## ⊕ CONTACT

Portfolio:  
[Stefaniemendoza.com](http://Stefaniemendoza.com)

Email:  
svm005@ucsd.edu

## ⊕ EDUCATION

University of California, San Diego  
B.A: Speculative Design '21  
Minor: Cognitive Science with  
Specialization in Design & Interaction  
UC San Diego Extension  
Front End Development  
Certification '20

## ⊕ 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

### Nutripair

*UX/UI Designer* May 2023 - Present

- 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

#### *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.

1/2

# STEFANIE MENDOZA (she/her)

Product | UX/UI Designer

## ⊕ EXPERIENCE

### 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.

### 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.

2/2