STEFANIE MENDOZA (she/her)
Product | UX/UI Designer

✦ CONTACT

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✦ EDUCATION

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

UC San Diego Extension
Front End Development Certification

✦ 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, Zeplin, Sketch, Adobe XD, InDesign, Photoshop, Illustrator, Invision, Adobe CC, WordPress, Jira, Notion, Miro, Github, Google Analytics, Microsoft Office/365, HTML, CSS, Visual Studio Code, TestFlight

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

✦ EXPERIENCE

Nutripair - UX/UI Designer   May 2023 - Present
- Designing wireframes, case studies, personas, interactive prototypes, and high-fidelity handoffs for 2 mobile applications
- Conducting user research and usability testing, utilizing gained feedback and insights to optimize users' overall experience
- Collaborating closely with developers, ensuring clear communication and successful implementations of design hand-offs
- Crafted app brand and identity, ensuring consistency and fostering strong alignment with our target market

Develop For Good - Product Manager   Apr 2021 - Dec 2022
- Oversaw a team of designers and developers for the redesign and deployment of the LGBT Community Network's website
- Enhanced the responsiveness and accessibility of the 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, collaboratively extensively with stakeholders and entire team
- Developed a user-friendly interface for stakeholders & volunteers to conveniently view, modify, and update information daily on the backend

Design for America - UX/UI Designer   Feb 2021 - Nov 2021
- Led a UX design team of students through iterative design and research to create a tool that connects first-generation college students in the UC San Diego Trio program with valuable resources
- Defined user needs through interviews with students and mentors, synthesizing findings to develop user flows & prototypes

Stacks - UX/UI Designer   Dec 2020 - Jan 2022
- Spearheaded the UX/UI team of a student-led startup that provides aggregated, optimized discounts through an web extension-based application
- Oversaw and participated in user interviews & usability testing, using feedback to iteratively improve prototypes
- Established and developed the team's processes for user research and design

Dexcom - Product Design Intern   Jun 2020 - Apr 2021
- Developed a design solution that integrates into the Dexcom Clarity app, addressing long standing user needs, which received positive approval from stakeholders and testers
- Interviewed physicians and patients to identify areas of opportunity in diabetes education, emotional support tools, nutrition, and telehealth
- Worked extensively with clinicians to develop diagnostic support tools that would help alleviate user pain points associated with managing diabetes

Diabetes Design Initiative - Product Design Intern   Jan 2020 - Dec 2020
- Developed a design solution that integrates into the Dexcom Clarity app, addressing long standing user needs, which received positive approval from stakeholders and testers
- Interviewed physicians and patients to identify areas of opportunity in diabetes education, emotional support tools, nutrition, and telehealth
- Worked extensively with clinicians to develop diagnostic support tools that would help alleviate user pain points associated with managing diabetes