

# STEFANIE MENDOZA (she/her)

Product | UX/UI Designer

## CONTACT

Email:

[stefvm001@gmail.com](mailto:stefvm001@gmail.com)

Portfolio:

[Stefaniemendoza.com](https://Stefaniemendoza.com)

## 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 '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 Re-  
search, User Journeys, Moderat-  
ed Interviews, Competitive Anal-  
ysis, Quantitative and Qualitative  
research,  
Information Architecture

### TOOLSET

Figma, Adobe XD, Indesign,  
After Effects, Figma, Sketch,  
Miro, Wordpress, Balsamiq,  
Photoshop, Illustrator, Webflow,  
Invision, Principle, Kanban, Pro-  
topie, Zeplin, Jira

### DEVELOPMENT

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

## EXPERIENCE

### NUTRIPAIR

UX | UI Designer

May 2023 - Present

- Developing wireframes, case studies, personas, interactive prototypes, and high-fidelity mock-ups 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

April 2021 - Dec 2022

- 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

UX | UI 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

Product Design Intern

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 & nutrition, and present them in a understandable format