

+ CONTACT

Portfolio:

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

Email:

stefvm001@gmail.com

+ 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, Graphic Design, Mobile Design, iOS, Android

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, Slack, Monday, GoogleMeet

DEVELOPMENT

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

+ EXPERIENCE

Naked Development | Product Designer

May 2023 - Present

- Collaborating with cross-functional teams to transform client concepts into high-fidelity prototypes, ensuring smooth zero-to-one handoffs for mobile app development
- Leading strategic discussions with clients from various industries to map out MVPs, define product goals, gather requirements, and prioritize core functionality to bring their product vision to life
- Managing the UI design process, working closely with development teams to maintain design consistency & brand identity, and ensure technical feasibility
- Working closely with a cross-functional team of developers and product managers to facilitate smooth design implementations and hand-offs
- Design and deliver user-centered assets such as wireframes, personas, style guides, mood boards, high-fidelity mockups, and interactive prototypes

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, design thinking, and insights to optimize users' overall experience
- Collaborating closely with developers, ensuring clear communication and successful implementations of design hand-offs
- Working closely with a cross-functional team of developers and product managers to facilitate smooth design implementations and 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

- Managed a team of designers and developers for the redesign and deployment of a nonprofit website
- Enhanced the responsiveness and accessibility of the site to support users, resulting in higher user retention and involvement within the community with donations and volunteer engagement increasing by 20%
- Defined the project framework, goals, and road-mapped features, collaboratively extensively with stakeholders to streamline collaboration across teams

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

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Dexcom | Product Design Intern

Jun 2020 - Apr 2021

- Developed a design solution that integrates into Dexcom's native mobile and web applications, 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 to enhance the human-centered experience with managing diabetes

Diabetes Design Initiative | Product Designer

Jan 2020 - Dec 2020

- Led a team of design interns 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 launched an online data visualization tool, that simplifies challenging concepts of diabetes management and presents them in an understandable format