Antoinette "Tonie" Breheny

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Objective

UI/UX Designer with a strong foundation in self-directed learning and hands-on projects. Eager to apply acquired skills and contribute to a collaborative team environment.

Education

GOOGLE UX DESIGN PROFESSIONAL CERTIFICATE COURSERA | JUNE 2023
- Completed comprehensive coursework in UX/UI design, covering wireframes, prototypes, accessibility, UX research, and usability studies.

YORK COLLEGE, LAGUARDIA CC, PALOMAR COLLEGE | SEPT 2019
- Completed 97 credits in Health Sciences with a focus on Interpersonal Communication and Psychology.
- Acquired strong analytical and interpersonal communication skills.

Experience

UX/UI PROJECTS | SELF- DIRECTED LEARNING | ONGOING
- Developed and modified websites and mobile apps, applying foundational knowledge of design principles.
- Created visually appealing and responsive user interfaces using HTML and CSS
- Created wireframes and prototypes to communicate UI/UX experiences.
- Implemented user feedback and conducted usability studies to enhance designs.
- Created sites that have user-friendly interface design and interaction flow

PRODUCTION ARTIST/ ADMINISTRATOR | TOGESHOP | AUG 2019- MAR 2022
- Created advertisements on social media which increased exposure & orders all over the U.S. by 48%
- Communicated & collaborated on projects with design challenges and took direction of Sr. Designer
- Painted & edited through Photoshop while created user flows, wireframes, prototypes, and high fidelity mockups using Figma
- Created sites that have user-friendly interface design and interaction flow
- Conducted quantitative research
- Developed & modified websites and apps using knowledge of layout, color, icons, media
- Managed multiple creative projects in a fast paced environment

Skills & Abilities

2D Digital	Code	Platform	Languages
-Adobe Suite	-CSS	-Jira	-Spanish
-Figma	-Javascript		-Tagalog
-Miro			
-Procreate			