



UX PROJECTS

GoGeo Learning App

Created an end-to-end educational learning app designed on tablet to help elementary school-aged children learn geography in a fun, engaging, and gamified way that resulted in 100% positive feedback from users

Bumble Dating App

Enhanced the Bumble dating app experience by adding a feature to turn matches into dates that resulted in positive feedback from users

Queens Ballroom Dance Website Redesign

Improved the information architecture of the client's website and added features to sign-up prospective customers that resulted in positive feedback from the client

EXPERIENCE

UX Design Apprentice, Designlab

July 2022 - April 2023

- Conducted remote and in-person research including user interviews and usability testing to gather insights to inform design decisions that led to a more intuitive and user-friendly design
- Created high-quality deliverables including competitive analysis, personas, task flows, low to high-fidelity wireframes, and interactive prototypes in Figma
- Collaborated with clients and course mentor to determine project goals and best practices for UX/UI design, resulting in a final product that exceeded client expectations and positively impacted the user experience

Classroom Teacher, NYCDOE & NJDOE

February 2013 - June 2022

CONTACT

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EDUCATION

Designlab

UX Academy
July 2022- April 2023

Designlab

UX Foundations
May 2022- June 2022

Queens College

Master of Education
February 2015

Queens College

Bachelor of Arts in Elementary
Childhood Education
February 2013

SKILLS

Research

Surveys, User Interviews,
Secondary Research,
Competitive Analysis, Research
Synthesis

UX Design

Sketching, Storyboarding,
Wireframes, Affinity Mapping,
Task Flows & User Flows,
Information Architecture,
Prototyping, Usability Testing

Soft Skills

Active Listening, Empathy,
Collaboration, Adaptability,
Note-taking, Detail-oriented,
Diligent, Openness to feedback

Tools

Figma