STEFANIE MENDOZA

Product | UX/UI Designer

+ CONTACT

Portfolio:

<u>Stefaniemendoza.com</u>

Email:

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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 Hifi 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 and executing the end-to-end development for two mobile applications and a business management portal
- Creating user flows, wireframes, and interactive prototypes, building a design system to ensure consistency and support effective team collaboration
- Incorporating user feedback in an iterative design process, enhancing usability, and optimizing the overall user experience
- Working closely with a cross-functional team of developers and product managers to facilitate smooth design implementations and hand-offs.
- Developed a cohesive app brand and identity that ensures consistency and strengthens alignment with our target audience

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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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 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