MICHELLE E MAZO

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO - GPA: 3.7
Cognitive Science with a Specialization in Human-Computer Interaction
Minor in Computer Science
Provost Honors

- Human-Computer Interaction, Usability/Accessibility
- Basic Data Structures and Object-Oriented Design
- Software Tools and Techniques
- Computer Organization and System Programming

EXPERIENCE

RELENTLESS AGENCY   July/2023 - August//2023
Jr, UX Designer

- Designed and developed a vital scheduling system for case managers and the homeless community in San Diego within a high-paced environment.
- Led user research, prototyping, and testing phases to ensure user-centric design, collaborating closely with stakeholders.
- Contributed to application development using, React.js, HTML, and CSS, ensuring seamless design-to-implementation alignment.
- Utilized FigJam for user flows and story mapping, enhancing team communication and maintaining a user-centered design approach.

STUDYFIND   September/2022 - July/2023
Lead UX Designer/Frontend Developer

- Led a dynamic team of five in a successful web app redesign at StudyFind, collaborating closely with cross-functional teams.
- Established and maintained robust design systems to uphold consistency and enhance user experiences throughout the platform.
- Conducted in-depth user research, translating insights into data-driven design solutions to meet user needs effectively.
- Oversaw the synergy between the UX and development teams, playing a pivotal role in bringing the product to life by closely aligning design and development efforts. Applied expertise in HTML, CSS, React, and JavaScript to craft intuitive user interfaces.

FRONTIDA RECORDS   September/2022 - May/2023
Product Developer Intern

- Designed and developed three custom health apps for low-income hospitals in Ukraine, Romania, and Uganda using Figma, Google AppSheet, WordPress and JavaScript.
- Conducted user interviews with stakeholders from five low-income hospitals, informing user-centered solutions.
- Utilized Python and JavaScript to streamline client data for seamless integration into new applications.
- Conducted user testing with clients, driving iterative design improvements for more efficient and impactful healthcare solutions.

DOTCOM MONITOR   June/2021 - October/2021
Product Design and Development Intern

- Teamed up with web designers to build websites, employing HTML, CSS, JavaScript, and Adobe Photoshop.
- Acquired proficiency in Adobe Photoshop and Figma to contribute to website design efforts.
- Collaborated with colleagues on the redesign of various components of the Dotcom-Monitor website.
- Played a pivotal role in developing and designing multiple websites aimed at enhancing company SEO efforts.

PROJECTS

Interfaith   August/2023 - Present

- Designed an accessible mobile app in Figma for homeless individuals to schedule appointments with case managers.
- Executed a user-centric UX/UI process, including accessibility testing, to ensure an intuitive design for this user group.
- Collaborated with stakeholders to create an engaging and empathetic interface, improving user engagement and inclusivity.

Humble Bean Cafe   January/2023 - March/2023

- Collaborated with a quaint San Diego cafe on a comprehensive website redesign project.
- Conducted extensive user testing and crafted user stories, multiple interactive wireframes and prototypes using Figma.
- Produced product photography to enhance the visual appeal of the client's website, ensuring captivating imagery.

TECHNICAL SKILLS

- Python, Java, C, Assembly
- Javascript, React, Node, HTML, CSS, TypeScript
- Github
- Adobe Lightroom

- Adobe Photoshop
- Figma
- Confluence/Jira
- Native Russian Speaker
- Story Mapping

- User Flows
- A/B Testing
- Adobe Creative Suites
- WordPress
- User Interface Designer