

First Last

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EDUCATION

Drexel University, Philadelphia, PA

Anticipated Graduation: 20XX

Bachelor of Science in User Experience and Interaction Design; Minor in Architecture

GPA: 3.xx

Relevant Coursework: User Interface Design I & II, UX Design I & II, Web Design I & II, Interaction Design, Scripting for Interactive Design Media, Micro-interaction, Intro to Human-Computer Interaction, Design Thinking in Product Design

Honors & Awards: Dean's List, Dean's Scholarship, Westphal Scholarship

SKILLS & ACTIVITIES

Tools & Programs: Figma, Adobe XD, Adobe Photoshop and Illustrator, Miro, Jira, Balsamiq, VSCode, GitHub, GitLab, AutoCAD

Skills: Wireframing, Prototyping, User Research, User Testing, User Interviews, HTML, CSS, JavaScript, Git Bash, PHP, MySQL

Activities: Member, Drexel CHI User Experience; Member, Society of Asian Scientists and Engineers

PROFESSIONAL EXPERIENCE

Lockheed Martin (IT Rotary and Mission Systems)

May 20xx – Present

UX Design Intern (Adobe XD, Gitlab, Git Bash, Adobe Illustrator, Adobe Photoshop)

Remote

- Spearheaded user flow restructuring of an internal manufacturing application, creating user flowcharts and wireframes; redesigned a workflow process page to reduce scrolling, improving navigation and task efficiency
- Conducted heuristic evaluation of an internal enterprise app, delivering actionable UX recommendations that were added to sprints; designed a file tree that was implemented, enhancing navigation and orientation in nested diagrams
- Collaborated with cross-functional teams in an Agile environment to align product needs with user and business goals through iterative design reviews, serving as the sole UX designer at key phases
- Led the visual designs integral to IT app strategy that was adopted across digital platforms, strengthening team identity for 40+ members, and solely designed graphics for RMS IT Leadership Summit displayed to 100+ attendees

Drexel University Digital Media Department

April 20xx – May 20xx

UX Lab Research Assistant (Figma)

Philadelphia, PA

- Redesigned the Digital Media (DIGM) status board for responsiveness by restructuring layouts in Figma across multiple platforms, building interactive prototypes with improved information hierarchy and usability
- Facilitated 10+ usability tests, creating testing protocols and analyzing feedback that validated redesign, resulting in a 70% increase in usability and user satisfaction

PROJECT EXPERIENCE

User Researcher & Front-end Developer, project name(App Development)

Jan 202xx– April 20xx

(Figma, HTML, CSS, JavaScript)

- Designed and developed front-end features using Figma, HTML, CSS, and JavaScript, implementing micro-interactions such as loading bars, navigation menus, transition screens, and card payment input
- Led and analyzed 10+ usability tests, co-developed testing protocols, and leveraged findings to guide design decisions, achieving an average user satisfaction and usability rating of 86%
- Collaborated closely with cross-functional Agile team, including UX designers, UX researchers, and developers, contributing to design and development of framework

UX Designer, Tasty Friendly project name (App

Sept 20xx – Dec 20xx

Research) (Figma, FigJam)

- Conducted in-depth user research through 5+ user interviews, field observations, and 5+ competitor analysis, making informed design decisions with real-world insights
- Guided 12+ usability tests across 4+ design iterations, from paper wireframes to low-fidelity and high-fidelity prototypes, and analyzed findings to drive iterative design refinements, ultimately improving user experience
- Created key features in Figma including a rewards/coupon system, map integration, transition screens, and micro-interaction components, while contributing to establishing style guides, journey maps, and user personas