



Rodnelle Calim

UX Designer

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SKILLS

Prototyping
User Flows
Task Flows
Personas
Storyboarding
Low-High Fidelity Wireframes
Interaction Design
Usability Testing
User Interviews
Affinity Diagrams
UI Design
Information Architecture
HTML/CSS

TOOLS

Sketch
Invision
Adobe Creative Suite
Zeplin
Flinto
HTML/CSS
Good old paper and pencil

I have experience working with teams to brainstorm and whiteboard concepts. I can create wireframes at all levels of fidelity and enjoy prototyping ideas. I love that **aha!** moment during user interviews and testing.

EXPERIENCE

UX/Prototype Designer - AlphaHQ

January 2019 - Present

Alpha is a rapid consumer feedback platform empowers clients to rapidly validate growth opportunities.

- Create Mobile and Desktop Prototypes
- Designed, conducted, and analyzed A/B testing
- Discuss with stakeholders the visuals that best fits our clients' needs

UX Designer - Way Creative House

October 2018 - December 2018

- Led research, design, prototyping of mobile games aimed to improve user experience
- Worked alongside developers and product managers to deliver design implementations on time

UX Designer - Theryon

June 2018 - July 2018

- Redesigned iOS App
- Gathered user requirements in collaboration with stakeholders
- Identified design problems
- Conducted user testing and interviews
- Led high level stakeholders through findings/designs to gain alignment/finalize end product

EDUCATION

UX Design Immersive - General Assembly

Certificate - 2018

Graphic Design - Bergen Community College

AAS - 2005