



DUNN DEL MUNDO

UX/UI DESIGNER

CONTACT

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METHODS

- User research
- Sketching
- Wireframing
- Storyboarding
- User journey maps
- Affinity diagrams
- Responsive web design
- Rapid prototyping
- Personas
- Usability testing
- Animation
- User flows
- Data analysis
- Design systems
- Agile UX

TOOLS



SKETCH



FIGMA



INVISION



ADOBE CC



ZEPLIN



ASANA



WHIMSICAL



XD

EXPERIENCE

UX/UI DESIGNER - CONTRACT

BRANDMATTER LA | MARCH 2019 - PRESENT

- Responsible for the creation of user flows, wireframes, high fidelity prototypes, design systems, and responsive web sites.
- Developed and maintained a UI design kit that will be utilized for a product that is currently in development.

UX/UI DESIGNER - CONTRACT

SPRINT FWD | DECEMBER 2020 - JANUARY 2021

- Performed a complete usability audit of an existing product in order to find opportunities for enhancing the user experience.
- Recruited users that matched the targeted personas and conducted contextual inquiry to discover insights into the user experience.
- Provided the design/development team with suggestions and potential solutions to the pain points.

UX DESIGNER

GO LEARNING EXPEDITIONS | AUG 2020 - SEP 2020

- Designed an e-commerce website for an educational organization.
- Delivered a high-fidelity prototype created on Figma, validated through 3 rounds of user testing.
- Ensured that all designs provided access to all potential users by aligning designs, color, and text to WCAG 2.1 guidelines.

7TH GRADE HISTORY TEACHER

VISTA CHARTER MIDDLE SCHOOL | DEC 2011 - AUG 2020

- Designed curriculum and activities to inform and engage students.
- Researched students to better address their specific learning needs.
- Gathered data through various methods to inform the reiteration of curriculum based on the insights from each consecutive assessment.

ACCOUNT COORDINATOR

ASCENT MEDIA (SONY ACCOUNT) | APR 2009 - JUN 2010

- Helped transform, localize, and distribute content for digital streaming.
- Responsible for the scheduling of work orders, coordinating with the transcoding/encoding engineering team, researching vault elements, and communicating the current status of projects to clients.

SPARKS (CISCO ACCOUNT) | MAR 2007 - MAR 2009

- Devised new systems and databases for tracking various types of data.
- Maintained and organized an inventory of 3000+ exhibits and assets.
- Coordinated an event schedule which consisted of 40+ shows monthly.

EDUCATION

GENERAL ASSEMBLY - UX DESIGN IMMERSIVE

480+ HOURS OF IMMERSIVE PROJECT BASED LEARNING WEEKS OF USER RESEARCH/DESIGN METHODOLOGIES

UNIVERSITY OF CALIFORNIA, SAN DIEGO

BACHELOR OF ARTS, DOUBLE MAJOR IN COMMUNICATIONS AND POLITICAL SCIENCE | 2002 - 2006

CALIFORNIA STATE UNIVERSITY, LOS ANGELES

SECONDARY TEACHING CREDENTIAL | 2010 - 2012