

# Lauren Padula

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UX/UI Designer

## EXPERIENCE

### Lunchbox

Product Designer, *June 2021 - Current*

Created clear digital experiences for Lunchbox's online ordering products. Increased usability across web, app, catering, marketplace and pocket kiosk. Worked on various clients developing customized visual systems, interactions, and production ready figma files.

### General Assembly

UX Design Fellow, *March - May 2021*

Participating in a full-time immersive User Experience Design program that will include over 500 hours of design and professional training over 12 weeks. Using a hands-on approach to practice user-centered design methods, design thinking skills, team collaboration, and client relations in 6 projects.

### Major League Baseball

Brand Experience Designer, *September - April 2020*

Worked alongside Major League Baseball to expand the core customer base by developing engaging brand experiences for Gen Z fans. The work spans from brand identity, digital design, and social media.

### Equinox

Product Design Intern - UI/Interactions, *February - March 2020*

Worked alongside the UX/UI design team to build out Equinox's design system. Focused primarily on UI design, interaction design, UX Research and prototyping.

### Mullenlowe Profero

UX Design Intern, *June - August 2019*

Supported the UX team on multiple projects by developing and testing designs and prototypes for web and mobile. Worked closely with PM's and designers to define features. Created wireframes and user tests to present to clients.

## INFO

laurenpadula.com

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## EDUCATION

**General Assembly**, *May 2021*

UX Design Immersive

**FIT**, *May 2020*

BFA in Advertising Design

AAS in Communication Design

Minor in Creative Technology

## SKILLS

User Research  
Rapid Prototyping  
Concept Ideation  
UX/UI Design  
Interactions  
Visual Design  
HTML & CSS

## TOOLS

Figma  
Sketch  
Adobe XD  
Invision  
Adobe Creative Suite  
Webflow