

Richard Urbina

UI/UX Designer

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PROJECTS

Product Designer

Twitch Case Study - SaaS

- Surveyed user engagement on discovering events and streams on the website and mobile app.
- Conducted field ethnography to prototype an “Upcoming Events” feature which provides a curated list of streams for user to watch.

Product Designer

Discord Case Study - SaaS

- Analyzed user interaction from the occurrences of forming connections in beyond the app’s communities.
- Implemented prototype of a friend groups feature that allows users to create and organize their friends’ list into groups.

UX Designer

Blossom - Recipe Application

- Researched and gathered ethnographic data on how users cook recipes to maintain dietary restrictions.
- Designed and implemented a prototype with shopping list and alternative ingredients feature for users who are faced with allergy and dietary restrictions.

UX Designer

Co-Op - Mental Health/Social Application

- Lead a collaborative project researching a modern way to help returning veterans with their mental health.
- Tested and prototyped a community and events feature for veterans who want to meet in person.

EDUCATION

UC San Diego

2016 - 2020

B.S. Cognitive Science (HCI)

- Emphasis on HCI, interaction prototyping, and user research

CERTIFICATES

UX Design Masterclass Course

Filament, September 2020

Design Thinking Practitioner

IBM, January 2021

SKILLS

Design

User research, interaction design, prototyping, typography, visual design, wireframing, content strategy, product thinking

Toolkit

Figma, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, InVision, Keynote, Adobe XD, Sketch, Miro, Balsamiq, Zeplin

Soft skills

Detail oriented, storytelling, problem solving, communication (visual & verbal), collaboration