

OLIVIA ONG EVANS

UX/UI Designer

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UX/UI Designer with a focus on creative problem solving, empathy, and care. Experienced in user-centered design, ethnographic research, and user research. Skilled in web and mobile design using mobile-first approach, wireframing, mockups, prototyping, and UI animation. Proficient in Figma.

EXPERIENCE

Jan 2024 – Present · Junior UI Designer

SchoolED.Ai | Internship

- Collaborating on the design of a new product, contributing to its visual aesthetics and functionality
- Establishing the branding and brand identity
- Ideating and conceptualizing product features, translating ideas into functional visual designs
- Working with stakeholders and engineers to align design with project objectives and technical constraints
- Implementing cohesive design system to ensure consistency and efficiency in design workflows

April 2023 – Dec 2023 · UX/UI Designer

CareerFoundry | Apprenticeship

Masak Responsive Recipe Web App [View Project](#)

- Conducted user research through interviews, A/B testing, and usability testing
- Synthesized user needs into user personas and user flows
- Designed responsive screens for mobile, tablet, laptop, and desktop web app

Sunset Mediation App [View Project](#)

- Designed high fidelity screens and animations according to brand values and guidelines
- Animated transitions between screens, microinteractions, and logo design

June 2022 – Feb 2024 · Baker

Breadhive Worker Cooperative | Buffalo, NY

- Communication: Collaborated with cross-functional baking team. Effectively coordinated timing and communicated product characteristics, fostering a collaborative work environment.
- Adaptability: Demonstrated ability to adapt to changing bakery conditions, adjusting to ingredient availability, equipment issues, and varying customer demands. Quickly pivot in a changing work environment to consistently produce high-quality products.

EDUCATION

Dec 2023 · Career Foundry

Certificate in UI/ UX Design

2014 – 2018 · Oberlin College

Bachelor of Arts in Comparative American Studies

SKILLS

- Figma
- Adobe After Effects
- User Research
- Ethnographic Research
- User Feedback and Testing
- Iterative Design
- Brand Identity
- Wireframing and Prototyping
- Responsive Design
- Collaboration
- Accessibility
- Style Guides