

# Karla Avalos

Designer | Coder | Creator

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## DESIGN EXPERIENCE

### Design and Partnership Lab — UI/UX Research Assistant

SEP 2022 – SEP 2023

- Worked on various UI/UX projects, using human centered design tactics to ensure products that cater to real needs of users
- Brought research directly into product designs, ensuring that we fully understood the problem statement and provided useful solutions
- Used Figma for wireframes and designing, used ReactJS, DaisyUI, and Tailwind for coding prototypes

### GameIn — UI/UX Design Engineer Intern

SEP 2022 – MAR 2023

- Worked closely with a sponsor, graphic designer, and team to create a gamer networking application that allows sponsors, brands, and gamers to connect
- Designed multiple webpages using figma, then used React to code a functioning prototype

### Girls Who Code — Lead Teaching Assistant

JUN 2023 – AUG 2023 | JUN 2022 – AUG 2022 | JUN 2021 – AUG 2021

- Worked as a part of the teaching team to help students learn about game design concepts, as well as web design and development
- Taught students how to use HTML, CSS, JavaScript and the p5play library in order to create their own personal project, advocating for a cause, as well as mini projects that helped for further understanding of material

### UC Irvine's Division of Career Pathways — Graphic Designer

JAN 2023 – JUN 2023

- Learned about how to use market research and implement that into the process of creating on-brand content
- Used Adobe Illustrator and Canva to create social media graphics, email newsletter templates, and physical folder designs
- Used UX practices to update the Division of Career Pathways Website and ensure it fits accessibility guidelines

### Design@UCI — Graphic Designer

DEC 2021 – JUN 2023

- Created consistent Graphic Designs for the Design@UCI's social media using Adobe Illustrator
- Received and iterated on feedback, making changes as needed

## EDUCATION

### University of California, Irvine

SEPTEMBER 2019 – JUNE 2023

B.S. In Informatics

Specialization in

Human-Computer Interaction

Minor in Digital Art

## SKILLS

**Design Tools:** Figma, Adobe Illustrator, Adobe XD, Adobe After Effects, Adobe Premiere Pro, Adobe Photoshop, Canva

**Design Skills:** User Research, Human-Centered Design, User Interface Design, Prototyping, Wireframing, Storytelling

**Technical Tools:** HTML, CSS, JavaScript, ReactJS, Java, Tailwind, DaisyUI, Bootstrap, Wordpress

## SELECTED DESIGN PROJECTS

### Rooted — UI/UX Design

Designed and prototyped a mobile app for new plant parents, aimed at easing the stress of keeping their plants alive and well, while simultaneously educating users.

### Edsight — UX Research

Re-designed a teacher tool, made for visualization of student data, to fit cleanly with a new brand and design system.