

CARISSA GABILHERI

UX/UI PRODUCT DESIGNER

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Los Angeles, CA

TECHNICAL

Sketch App
Adobe (Illustrator, Photoshop, XD)
InVision
Figma
Zeplin
Marvel
Procreate

USER RESEARCH & DESIGN

Design Thinking
Interviews & Surveys
User Journey Map
Usability Testing
C&C Analysis
Personas
User Flows
Wireframing
Visual Mockups
Prototyping
Storyboards
Sitemaps
Mobile & Responsive Web Design
Illustration & Drawing

EDUCATION

General Assembly

User Experience Design Immersive
Los Angeles, CA
March - May 2019

Oklahoma State University

B.S. | Design, Housing, & Merch.
Major | *Apparel Design & Production*
Minor | *Studio Art*
Stillwater, OK
2012 - 2016

EXPERIENCE

MoJo/VOSOT | UX/UI Designer, UI Design Lead (Contract)

Los Angeles, May 2019 - May 2019

Collaborated with a UX/UI team to research and design an upcoming iOS app for journalists in the field to individually add components of a news story and merge them all together, creating a professional live stream. I led the team on visual design, paying attention to detail, researching current iOS UI trends, and creating a marketable brand. We presented our work to clients by showcasing research, articulating design decisions, and demonstrating the prototype, receiving positive feedback.

Halston Heritage | Product Development Assistant

Los Angeles, September 2017 - July 2018

Communicated with teams company-wide to prepare for current and upcoming seasons. Worked with vendors overseas as well as in-house cutter and seamstresses to get prototypes and sample garments produced. Ensured adequate fabrics and trims were available for sample making.

PROJECTS

LA-HOP Site Redesign Hackathon | UX/UI Designer

Los Angeles, June 2019

3-day hackathon project, working with a team of UX designers and engineers redesigning the LA Homeless Outreach Portal. Identified the needs of the users and improved on existing features to make it more user-friendly. We rapidly followed the human-centered design process and took a mobile-first design approach. We won awards for Best in Show, Best in Category, and Fan Favorite.

The Boring Co. Case Study | UX/UI Designer, Research Lead

Los Angeles, April 2019

Collaborated with a team of UX/UI designers to conceptualize a design for how an iOS app would look if The Boring Company opened an underground transit system. We conducted research with residents of Los Angeles to identify pain points of the current public transit system. Created multiple iterations of prototypes that we tested locally, with an end result of an intuitive, engaging experience.