

CARISSA GABILHERI

UX / UI PRODUCT DESIGNER

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Los Angeles, CA

TECHNICAL

Sketch
Adobe Illustrator
Adobe Photoshop
Adobe XD
InVision
Figma
Zeplin
Marvel

RESEARCH & DESIGN

Interviews
Surveys
Journey Maps
User Testing
C & C Analysis
A/B Testing
Personas
User Flows
Wireframes
Prototyping
Mobile & Web Design

EDUCATION

General Assembly DTLA
User Experience Design
Immersive
March - May 2019

Oklahoma State University
BS | Design, Housing, &
Merchandising
Major | Apparel Design &
Production
Minor | Studio Art
Class of 2016

EXPERIENCE

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

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 livestream. I led the team on UI design, researching current iOS trends.

Halston Heritage | Product Development Assistant

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 sample garments produced.

PROJECTS

LA-HOP Site Redesign Hackathon | UX/UI Designer

June 2019

3-day hackathon project, working with a team of UX designers and Software Engineers redesigning the LA Homeless Outreach Portal website 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 Our Category, and Fan Favorite.

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

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.