

# CARMELA REBANCOS

UX DESIGNER

[carmelarebancos.com](http://carmelarebancos.com)

cprebancos@gmail.com

[linkedin.com/in/carmela-rebancos](https://linkedin.com/in/carmela-rebancos)

## EDUCATION

Springboard  
UX Career Track  
August 2020 - July 2020

University of California, Davis  
B.S. Psychology  
August 2016 - July 2018

## SKILLS

User Interviews  
Surveys  
Competitive Analysis  
Heuristic Analysis  
Affinity Mapping  
Empathy Mapping  
Personas  
Site Maps  
Card Sorting  
User Flows  
Wireframing  
Prototyping

## TOOLS

Figma  
FigJam  
Adobe XD  
Sketch App  
Optimal Workshop  
Miro  
Mural  
InVision  
Trello  
Otter.AI  
Marvel App

## EXPERIENCE

### Associate UX Designer

#### UXPA Los Angeles (June 2020 - Present)

- Works with other UXPALA members to complete ongoing two week design sprints to rapidly build high fidelity wireframes that help guide design decisions for the UXPALA website.
- Examines goal completion and monitors project performance by coordinating with project management team while directing company stand-up meetings to discover blockers and improve agile team performance.
- Gathers insights of the UX hiring processes for an upcoming UXPALA career resource book by conducting interviews with UX professionals.

### UX Researcher

#### North American Bike Polo Assoc. (July 2020 - Present)

- Closely collaborates with the president in order to develop user research plans for their website and outline the scope of the study.
- Identified user needs and pain points by conducting interviews of eight new bike polo players and collecting qualitative data as well as identifying competitive challenges and troubles.
- Performed competitive analysis to recognize and leverage strengths and weaknesses of three sport websites to support players comprehend organization objectives and provide resources needed to begin playing the sport.

### Freelance UX Designer

#### UnevictIA (March 2021 - April 2021)

- Built an end-to-end website experience that hosts eviction data access of the state of Iowa.
- Led workshops with key stakeholders to develop a research plan, which included competitive analysis, and building proto-personas.
- Facilitated competitive analysis on three company websites, to determine their strengths and vulnerabilities and to properly recognize the resources required to properly display eviction data.
- Developed a design system, including components, colors, and fonts.

### Freelance UX Designer

#### Spontit (April 2020 - May 2020)

- Detected UX issues of the Spontit app by conducting user interviews, managing usability tests for their mobile app.
- Established user research strategies and project goals and integrated user data by leading creation of personas and affinity maps.
- Produced and presented sitemaps, wireframes, and high fidelity wireframes.