Cindy Gonzalez

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EDUCATION

B.S. in Human-Computer Interaction, Specialization in Cognitive Design   09/2020 – 12/2023
New Jersey Institute of Technology 🔗
4.0 GPA

PROFESSIONAL EXPERIENCE

UI Developer | U.S. ARMY   09/2023 – present
- Building a digital twin and graphical user interface for the US Army's supply warehouse and inventory system on NVIDIA's Omniverse.
- Representing the customer in the sprint development process and ensuring development staff all information required for final deliveries.
- Defining and coordinating acceptance testing.

UX Design and Research | CooWe - Group Coordination App   07/2021 – 11/2023
- Designed mobile and web features for CooWe Calendar connection and CooWe Help Center to increase user enrollment. Delivered high-fidelity prototypes and design specs to front developers.
- Conducted user research to understand user needs, preferences, and behaviors. Additionally, applied usability testing, and gathered feedback to iterate on designs and improve user satisfaction.
- Created user personas and journey maps to inform design decisions.

UX Design Intern | Click Therapeutics - Digital Therapeutics   05/2023 – 08/2023
- Designed a cross-product profile tab for patients with schizophrenia and accessibility needs.
- Implemented engagement features and sign-up flows to transform a clinical trial product into a commercial product.
- Moderated interviews to test user interactions on the profile tab, reward systems, and mental health support features.
- Collaborated with quality assurance and project management teams to facilitate commercialization efforts.

UI/UX Design | RideEV - Electric Vehicle Renting Platform   05/2022 – 05/2023
- Built a design system on Figma for RideEV's four digital products.
- Designed the UI for RideEV's booking platform, including administrator and client user flows by creating high-fidelity mockups that align with the overall visual identity of the product or brand.
- Developed interactive prototypes to showcase the flow and functionality of digital products to communicate design concepts to the team and perform user testing.

Research Assistant | Social Interaction Laboratory - HCI Research   09/2021 – 01/2023
- Conducted research on how music band's fans use social media to support artists.
- Used online and in-person strategies to recruit over 500 participants.
- Analyzed data with Statistical Package for the Social Sciences (SPSS) statistics to publish a research paper
- Developed comprehensive research plans, protocols, and reports to guide and document the research process.
- Maintained a central repository of research findings to ensure accessibility for the entire team.

SKILLS

- Visual Design. Prototyping. Usability Testing. User interviews. Wireframing. Data analysis.

- Figma. Adobe Suite. Qualtrics. Scrum. SQL. Miro. Jira. Zeplin. SurveyMonkey. Alchemer. Github. SPSS. HTML. CSS. PHP. Python. Savvy. NVIDIA Omniverse. Microsoft Office.

CERTIFICATES

- Google Data Analysis Certification