

[www.staceyodo.me](http://www.staceyodo.me)

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## Skills

### Design

Strategy

User Flows

Wireframing

Visual Design

Design Systems

Web & Mobile UX/UI

Interactive Prototyping

Information Architecture

### Tools

Figma

Sketch

InVision

Webflow

HTML/CSS

Adobe Illustrator

Adobe Photoshop

### Research

User Research

Usability Testing

Research Analysis

Heuristic Evaluation

Competitive Analysis

## Education

### B.S. Environmental Science

**Santa Clara University**

Sep 2016 - Jun 2020

### User Experience Design

**University of California, Berkeley**

Jul 2020 - Feb 2021

**User experience designer** with a natural science background.

Strengths lie in ability to leverage scientific background by approaching problems in an analytical and data-driven way.

Driven by the collaborative process and eager to learn.

## Experience

**UX/UI Designer** | April 2021 - Present

### DaVita

- Utilizes knowledge of user needs and business requirements to design features that assist nephrologists with dialysis rounding
- Redesigns patient search and lab signing modules to better support users' workflows and improve the overall experience
- Develops the style guide to define the brand, document design patterns, and establish consistency across OneView Mobile
- Successfully implements new processes that increase UX involvement during product discovery and development
- Maintains close collaboration with product owners, engineers, and other stakeholders by facilitating weekly meetings and design reviews

**UX/UI Teaching Assistant** | Jan 2022 - June 2022

### University of California, Berkeley

- Demonstrated leadership by mentoring 40+ students seeking to understand the UX process and/or transition their careers
- Supported the instructor by reviewing the curriculum, preparing learning materials, tutoring students during office hours and grading homework assignments

**Product Designer** | Sep 2020 - Dec 2020

### MANO

- Responsible for the design direction of the consumer-facing side of the app
- Produced high-fidelity mockups and an interactive prototype
- Conducted moderated usability tests and iterated designs

**Product Designer** | Mar 2020 - Dec 2020

### Opal

- Established Opal's design system including visual design patterns, components, and digital assets
- Facilitated user research efforts and was responsible for the interaction design, prototyping, animations, and illustrations
- Translated value proposition into an animated pitch video using Adobe After Effects