

Malia Wise

Entry-Level UI/UX Experience Designer

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STRENGTHS

- ♥ **Empathy-Focused Design**
Engages deeply with users to understand their needs; fosters human-centered design practices.
- 👥 **Collaboration**
Actively collaborates with designers and engineers, sharing ideas to cultivate impactful products.
- 💡 **Problem Solving**
Adept at identifying design challenges and developing tangible solutions that meet user needs effectively.
- ⚡ **Adaptability**
Thrives in fast-paced environments; learns quickly and efficiently adjusts to new technologies.
- 🗣️ **Communication Skills**
Effectively articulates design concepts and rationale, bridging gaps among technical and non-technical stakeholders.

SKILLS

Figma Adobe Creative Cloud Miro
HTML CSS User Research
Prototyping Usability Testing
Wireframing Interaction Design
User Personas Team Collaboration
Data Analysis
Accessibility Standards
Design Systems Sitemap Creation

LANGUAGES

English Native

SUMMARY

Recent graduate with a Bachelor's degree in Human-Computer Interaction from the University of Illinois, specializing in user experience design and research. In academic projects, developed user-centered digital experiences while collaborating with diverse teams. Proficient in tools like Figma and Adobe Creative Cloud, along with foundational HTML/CSS knowledge to enhance web design effectiveness. Passionate about advancing user engagement through technology and committed to utilizing insights from user research to inform design strategies. Excited about the opportunity to contribute to meaningful digital experiences at InnoTech Solutions.

EXPERIENCE

UI/UX Design Intern

University Project 📅 January 2025 – May 2026 📍 Chicago, IL

As a UI/UX Design Intern, collaborated within a motivated team to create innovative designs rooted in research and user feedback. Engaged directly in user journey development, implementation, and usability testing to drive improvements in user satisfaction and overall user experience.

- Conducted usability tests, enhancing design iterations with qualitative feedback.
- Developed user personas and journey maps for a mental health mobile app.
- Created wireframes and interactive prototypes using Figma for stakeholder presentations.
- Synthesized user research into actionable design recommendations.
- Contributed visual assets meeting accessibility standards, ensuring an inclusive experience.
- Participated in agile sprints, partnering closely with developers for cohesive execution.

Research Assistant

Academic Research 📅 September 2024 – December 2024 📍 Chicago, IL

Assisted in research focusing on user analytics in e-commerce, supporting findings that impacted design strategy immensely. Gained experience analyzing data trends, presenting critical findings, fostering an environment conducive to innovative solutions.

- Analyzed user behavior data using Google Analytics to identify usability issues.
- Collaborated with faculty to present at university symposium, showcasing abilities.
- Documented methodologies, preserving vital insights for subsequent studies.
- Engaged peers in workshops promoting UX principles throughout campus.
- Reviewed literature to develop strong research frameworks and approaches.
- Supported administrative tasks to ensure efficient project progression.

LEADERSHIP & AWARDS

- Dean's List, University of Illinois, 2025
- First Place, UX Design Hackathon, 2025

EDUCATION

Bachelor's Degree in Human-Computer Interaction

University of Illinois 🎓 GPA: 3.8 📅 2026 📍 Chicago, IL

Coursework: UX Design, User Research, Interaction Design, Web Development

CERTIFICATIONS

- Google UX Design Certificate 📅 2025
- Adobe Certified Associate (ACA) 📅 2025

TECHNICAL SKILLS

- **Design Tools:** Figma, Sketch, Adobe CC

Spanish Intermediate

MY CAREER



● UI/UX Design Intern at University Project (1.3 Years)

● Research Assistant at Academic Research (3 Months)

- **Prototyping Tools:** Axure, Miro, InVision
- **Research Methods:** Surveys, Usability Testing, A/B Testing
- **User-Centered Design Principles:** Human Factors, Accessibility, Interaction Design
- **Agile Methodologies:** Scrum, Kanban, Lean UX
- **Web Technologies:** HTML, CSS, JavaScript
- **Analytics Tools:** Google Analytics, Hotjar, Microsoft Clarity
- **Documentation Tools:** Notion, Confluence, Google Docs
- **Presentation Software:** Microsoft PowerPoint, Prezi, Keynote
- **Collaboration Platforms:** Slack, Microsoft Teams, Trello

PROFESSIONAL AFFILIATIONS

- Member, Computer Science Club, University of Illinois
- Peer Mentor, HCI Program, University of Illinois

ADDITIONAL INFORMATION

Work Status : Authorized to work in United States. No sponsorship required.

REFERENCES

AVAILABLE ON REQUEST