

RENEE BOGDANY

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PORTFOLIO WEBSITE:

<https://rkb4472.github.io/>

SKILLS

DESIGN / RESEARCH

- Figma
- Wireframing
- Prototyping
- Mock-ups
- Mural
- User Journey Maps
- Interviewing
- User Testing

LANGUAGE

- JavaScript
- HTML
- Vue.js
- CSS/SCSS
- jQuery
- Java
- React.js
- MySQL
- PHP

SOFTWARE

- Version Control (Git)
- Adobe Photoshop/Illustrator
- FileZilla
- Visual Studio Code
- Jira
- Qualtrics

ACTIVITIES

- UX Club
- Women in Computing - Marketing Director for WiCHacks
- Psychology Research - assist with research by administering EEG and neuropsychology tasks to participants
- Honors College - completed 30+ hours of volunteer work
- Intramural Basketball (Team Captain) & Intramural Soccer

OBJECTIVE

To obtain a cooperative education position in UX design for 2023.

EDUCATION

Bachelor of Science, Human-Centered Computing, Minor in Web Development. Expected Graduation: 2024

Rochester Institute of Technology (RIT), Rochester, NY GPA: 4.0

Related Courses: Usability and Prototyping, Design for Accessibility, Foundations of Mobile Design, Web and Mobile I & II, New Media Design I & II, Research Methods I & II, Access and Assistive Technology

WORK EXPERIENCE

Software Engineering Intern

May 2022 - August 2022

Liberty Mutual Insurance Company

- Worked on a full-stack team of 12 that used Agile/scrum methodology.
- Developed new components in Vue.js and improved styling using SCSS for the UI of an internal company website.
- Collaborated with a Product Designer to interview users and create a user journey map that identified pain points and improvements.

Research Assistant

January 2022 - May 2022

Rochester Institute of Technology

- Created mock-ups on Figma for adding accessibility checks based on WCAG guidelines to prototyping tools, in order to ease the process of creating accessible prototypes for designers.
- Interviewed designers to get feedback and propose modifications on the mock-ups.

UX PROJECTS

Rochester Childfirst Network Prototype

- Collaborated with 3 other people to create a mobile app prototype using Figma for Rochester Childfirst Network (RCN) that improved the process of student pick-up and drop-off for both parents and workers at RCN as a part of the 2022 UX Studio Design competition at RIT.
- Presented the process and design to representatives from RCN and won the competition.

RIT MyLife Redesign

- Worked in a group of 3 to analyze and redesign the RIT housing and dining website, so that students could fill out housing & dining applications easier and quicker.
- Created lo-fi and hi-fi iterations of a prototype on Figma and conducted two rounds of user testing on RIT students.

Water for South Sudan (WFSS) Prototype

- Created prototype on Figma and conducted user testing to redesign WFSS website for the 2021 UX Studio Design competition at RIT.
- Presented to panel of judges and won an honorable mention.

LEADERSHIP

Design Director for BrickHack

- Manage a group of students to design logos, posters, and swag (t-shirts, stickers, etc.) for the two annual hackathons hosted by Brickhack. Also design other promotional materials, such as social media posts, for club and event promotion.
- Collaborate with other directors, including marketing and logistics.
- Develop mock-ups for BrickHack website.