

Yulia Vineman

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SUMMARY

User Experience (UX) student with diverse hands-on and team-based project experiences, effectively crafting impactful visual concepts, including sketches, wireframes, and interactive prototypes using Figma and Adobe Creative Cloud. Adept at uncovering user insights, creating user journeys, and enhancing navigation and interaction based on empirical user behavior and feedback that influence product development. Keen on developing and executing research plans, user studies, and deriving user-centered product recommendations.

EDUCATION

B.S. User Experience | Milwaukee School of Engineering | Dean's List 2023 | GPA: 3.3 | Exp. May 2025

A.A.S. Business Management | Milwaukee Area Technical College | Provost's List 2019 | December 2020

UX PROJECT EXPERIENCE

On Campus Meals to Go Digital Solutions for Mobile Application | Individual Project | Spring 2024

Develop a user-centered workflow for a college food-to-go online platform based on a research and user feedback.

- Performed competitive and comparative analysis with the existing similar solutions on the market.
- Conducted research through surveys, card sorting activities, and interviews to build foundation for product development and design.
- Based on the research findings created user personas, journey map, user flow, and sitemap.
- Developed interactive high-fidelity prototype based on research results, iterations, and further user feedback.

Result: Created and showcased college meals-to-go digital solution in Figma as an interactive high-fidelity prototype.

Banking Login Security Solutions | Individual Project | Spring 2024

Recommend a straightforward workflow for a secure user login in both web and mobile versions.

- Analyzed the existing flow and provided direct and time-mindful shortcuts in the place of existing steps.
- Designed interactive prototypes for web and mobile versions that included login and authentication steps with clear directions.
- Provided clickable collapsing menus to select an *account type* and *authentication method*.
- Created three clickable destinations on the main page as well as sandwich menu bar: login, sign up, and open new account as three separate prototype flows.
- Ensured the minimalist and consistent design structure across all the steps and destinations.

Result: Designed interactive prototypes for a user workflow with simplified login and password recovery steps.

Internship Search Digital Solutions | Collaborative Project - Team of 4 | Autumn 2023

Create a prototype that prioritizes user-friendly navigation and interaction options for internship seekers.

- Researched internship websites and explored the ways the user interaction with them could be improved.
- Created wireframes with multiple pathways to ensure a seamless and intuitive user journey.
- Utilized Figma to bring the wireframes to life by developing prototypes for desktop and mobile versions.
- Ensured consistency in design elements and user flows across platforms.
- Conducted usability testing to ensure the efficiency of profile management, filters, and global navigation.

Result: Delivered mobile and desktop prototypes for the internship website, aligning with industry leading UX standards.

TECHNICAL SKILLS

- Figma
- Adobe Illustrator
- Adobe InDesign
- Adobe Photoshop
- Agile Project Management
- Google Analytics
- Google Search Console
- HTML
- CSS