



# YULIA VINEMAN

UX Design and Research

## About Me

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.

## Work Experience

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

Milwaukee School of Engineering | Milwaukee, WI

**Develop** a user-centered workflow for a college food-to-go online platform based on 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 a 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 solutions in Figma as an interactive high-fidelity prototype.

### Banking Login Security Solutions | Individual Project | Spring 2024

Milwaukee School of Engineering | Milwaukee, WI

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

- Analyzed the existing flow and provided direct and time-mindful shortcuts in 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 the 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 | Team of 4 | Autumn 2023

Milwaukee School of Engineering | Milwaukee, WI

**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.

## Contact

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## 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

## Expertise

Figma

Adobe Illustrator

Adobe InDesign

Adobe Photoshop

Agile Project Management

Google Analytics

Google Search Console

HTML | CSS

## Languages

English

Russian

Hebrew