



YULIA VINEMAN

UX Design and Research

Contact

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Education

B.S. User Experience

Milwaukee School of Engineering

Dean's List 2024

Exp. December 2025

A.A.S. Business Management

Milwaukee Area Technical College

Provost's List 2019

December 2020

Expertise

UX Research Methods:

Field Studies, Usability Testing, Card Sorting, Interviewing, Survey Implementation, Heuristic Evaluation, Accessibility Evaluation, Diary Study, Focus Groups, A/B Testing

UX Design Approaches:

Design Thinking, Wireframing, Mockup Design, Information Architecture, User Flows, User Journeys, User Personas Creation, Branding, Figma and Adobe XD for High Fidelity Prototyping

Adobe Creative Cloud:

Illustrator, InDesign, Light Room, and Photoshop

Project Management:

Agile Framework, Kanban, Product Lifecycle

Marketing:

Google Analytics, Google Search Console, Screaming Frog, AdWords, HubSpot

Coding:

HTML, CSS, JavaScript

About Me

User Experience (UX) student with diverse hands-on and team-based project experiences for external clients, 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. Proven ability developing and executing research plans, user studies and deriving user-centered product recommendations.

Work Experience

Interactive Family Guide for Discovery World Museum Guests

|Project Manager | Team of 4 | Fall 2024

Milwaukee School of Engineering | Milwaukee, WI

Design and recommend a user-centered interactive solution to enhance guest experience in the museum based on the children's age group, area of interest and time availability.

- Articulated project goals and translated them into actionable plans within Agile framework.
- Led cross-functional teams and fostered a collaborative environment to ensure short-term deliverables were met to maintain project progress and quality.
- Monitored progress in Trello platform and modified to meet changing requirements and optimization.
- Ensured the project was delivered within the constraints of scope, time, and organizational branding criteria.

Meals to Go Digital Solutions for Mobile Application |UX

Researcher and Designer| Spring 2024

Milwaukee School of Engineering | Milwaukee, WI

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

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

Internship Search Digital Solutions | UX Researcher and Designer |

Team of 4 | Fall 2023

Milwaukee School of Engineering | Milwaukee, WI

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

- Researched internship websites and identified ways 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.