

HOPE NDLOVU

UI/UX DESIGNER

CONTACT

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EXPERIENCE

Self Employed

2016 - Present

- *Freelance UI/UX Designer*
 - Create UI/UX deliverables and work with engineering teams to ship apps and websites
 - Develop and present proposals for mobile & web design projects
 - Brand and identity creation
 - Collaborate with clients to understand problems and goals

Ground Up Logic

2013 - 2015
(part-time)

- *UX Designer and Project Manager*
 - Create design briefs for wide range of clients, from startups to universities
 - Teamed with fellow designers and developers to craft compelling, user-focused interfaces and prototypes across mobile and web platforms using Sketch and Invision
 - Developed UX documentation including storyboards, wireframes, user flows, and site maps

Beachmint

2012 - 2013

- *Product Development Intern*
 - Collaborated with product team to design and iterate on two fashion brand launches
 - Created user flows, interaction specs, responsive wireframes, and visual designs
 - Fostered new vendor relationships, saving company more than \$15,000 annually
 - Launched product features and improvements using user research and metrics from rigorous A/B testing

Lin Residence

2008 - 2011

- *House Manager*
 - Managed household for entrepreneur and former CNN news anchor
 - Organized schedules, managed calendars and fully arranged vacation and long-term stays
 - Arranged all contractor work for house

EDUCATION

University of California, Los Angeles

2014 - 2016

- *User Experience Design*
 - Adobe Creative Suite Software classes and design fundamentals
 - Coursework in creating mobile & web deliverables and applying usability and user centered design principles. Recognized by faculty to display work in student show

General Assembly

2013

- *Front-End Web Development*
 - HTML5, CSS3, JavaScript, jQuery, GitHub, and Sublime in concert.
 - Responsive Web Design

California State University, Long Beach

2008- 2012 (100% self-funded)

- *B.A. Psychology, Human Resources Minor*
 - Studied personality, cognition, disorders and research methods
 - Business classes included human resources, management, & marketing

SOFTWARE PROFICIENCY

Sketch App
Marvel App
Adobe Creative Suite
Sublime Text
Invision
JIRA
Zeplin

EXPERTISE

Mobile & Web Interface Design
User Research
Wireframing
User Flows
Prototyping
Information Architecture
Visual Design
Responsive Design
Agile

INTERESTS

Good coffee
Travel
DJing
Tennis
Design History