

HOPE NDLOVU

UX and UI DESIGNER

CONTACT

hopendlovu.com
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(818) 233-5611

SOFTWARE

Sketch App
Invision
Adobe Illustrator
Adobe Photoshop
Adobe InDesign
JIRA
Zeplin
Validately
Hotjar

EXPERTISE

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

INTERESTS

Good coffee
Travel
DJing
Tennis
Design History

EDUCATION

University of California, Los Angeles

2014 - 2016

Certificate, User Experience Design

General Assembly

2013

Certificate, Front-End Web Development

California State University, Long Beach

2008- 2012 (100% self-funded)

B.A. Psychology, Human Resources Minor

LANGUAGES

English
Sotho
Zulu

EXPERIENCE

Hope Designs, UX and UI Designer

May 2018 - Present

- Work closely with product and development teams to design interfaces for responsive and native applications
- Conduct and analyze user research, to validate user needs and evaluate usability
- Design email marketing and website templates for clients
- Contribute to growing design systems and UX improvements
- Translate requirements into user flows, user journeys, wireframes, and prototypes
- Develop homepage redesign documentation by way of heuristic analysis and UX principles for Y Combinator startup

Ticketmaster, Product Designer

April 2019 - Aug 2019

- Created high-level concept work for partner pitches
- Worked closely with fellow designer and product manager to implement customer-facing features within an established design system and methodology
- Conduct and analyze user research, to validate user needs and evaluate usability
- Created and presented data-driven solutions for page redesigns to stakeholders
- Implemented cross-platform widget to serve partners in post-purchase flow

Ground Up Logic, UX and UI Designer

November 2015 - April 2018 (full-time)

June 2013 - October 2015 (part-time)

- Created UX and UI deliverables and worked with engineers to ship apps and websites
- Collaborated with fellow designers to craft compelling, user-focused interfaces and prototypes across mobile and web platforms
- Developed UX documentation including user-journeys, wireframes and user-flows
- Collaborated with UX lead and engineers to launch website for female-exclusive ride-sharing app
- Launched product features and improvements using user research and metrics from ride-sharing app
- Created interactive presentation decks for client pitches along with relevant deliverables

Beachmint, Product Design Intern

Sept 2012 - June 2013

- Collaborated with product team to design and iterate on two fashion brand launches
- Created user flows, interaction specs, responsive wireframes, and visual designs
- Launched product features and improvements using user research and metrics from rigorous A/B testing