

Adriana Velasco

(562) 673-8204 | avelasco1234567@gmail.com | <https://www.adriana Velasco.somee.com> | Los Angeles, CA

Detail-oriented analytical Interaction Designer with knowledge in user experience seeking an opportunity to leverage technical skills in an entry level Human-Computer Interaction position

Education

California State University, East Bay - Hayward, CA **GPA: 3.97**

Master of Art, Interaction Design and Interactive Art | UI/UX

Graduated May 2025

Core Coursework in Interaction Design and Interactive Art

Interactive Art & Design, Screen Based Interaction, Experiments in Interactivity, Physical Prototyping, Project Documentation, Project and Story Development, Interactive Content Develop, Indiv. Multimedia Research

California State University, Los Angeles - Los Angeles, CA

Bachelor of Science, Computer Science

Graduated August 2020

Core Coursework in Computer Science

Software Engineering, Web Development, ASP.net, Networking Configuration and Management, Current Trends in Web Design, Analysis of Algorithms, Robotics

Core Competencies

- ❖ Capable of producing and brainstorming quick **prototypes**
- ❖ Can efficiently **design products** with the user in mind in order to increase customer satisfaction by having attention to detail
- ❖ Experience conducting **user research** and can update the product based on the feedback provided by the users
- ❖ Able to design **journey maps** for the users with different **proto personas** and **archetypes**
- ❖ Possess the ability to collaborate and problem solve with others using **Lean UX** practices to enhance user experience
- ❖ Can design **User Interfaces** with: Canva, Miro, Adobe Illustrator, Adobe Indesign, Adobe Photoshop

Programming Languages

- ❖ JavaScript
- ❖ Java
- ❖ C#
- ❖ HTML/ CSS
- ❖ SQL
- ❖ React / P5JS
- ❖ C++

Human-Computer Interaction Projects

Hablas - *Website that helps people learn Spanish*

- Conducted user research on how people can learn a new language more quickly and efficiently
- Designed a prototype using Javascript, P5.Js library, P5.Speech.Js library and Visual Studio Code
- Each hour of the day the website would say a new Spanish phrase to its users
- User Experience design catered for second and third generation Mexican Americans in mind

The Common Lounge- *An interactive game on college campuses that can help people make connections*

- Created Proto-Personas consisting of first year college students and transfer students
- Began prototyping with student body, by the use of cardboard, plastic cups, and rubber balls
- The goal is to find a creative way to get students to communicate with one another, instead of just going to class by finding creative solutions for a well rounded user experience
- Designed a game that allowed users to throw balls into holes. If a player made a ball into one of the other person's holes. The other player would then answer a question about themselves.

Volunteer

Society of Women Engineers (SWE) - Hayward, CA - *Active member in Cal State East Bay's SWE club*

January 2023 - May 2025

- Founded Cal State East Bay's Society of Women Engineer's club in order to advocate and help women in STEM. Hosted social events, networking opportunities, and workshops
- Became SWE president at CSUEB the first semester it was founded.
- Continued contributing to SWE by becoming Treasure the following year.