



# ROXANA HASANAT

UX / UI Designer

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Current Location: [Boys, Maryland](#)  
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## SUMMARY

I have 2.8 years of professional experience in the UX/UI field.  
I am looking for full-time, remote, or contract positions. For contract, I need at least 6 months of work.

## EXPERIENCE

### Web-Manga Creator

Boys, MD USA

June 2018 - Current

- Published 8 episodes for my WEBTOON *Butterfly Kisses*
- Ran an eCommerce Business for products I created
- Learned Unity to create my own games (including art asset creation and C#)
- Underwent some Professional Development to understand HTML/CSS/JS better
- Spent hundreds of hours designing and sketching

### UX/UI Designer

DrFirst, Rockville, MD USA

Sept 2016 - June 2018

- Lead UX Designer for Akario Backline and iRegister (the internal admin portal)
- Sketched out wireframes, created personas, presented mockups, conducted user research, built prototypes
- Designed for desktop + mobile web, iOS, and Android
- Created high-fidelity mockups of product team's newest ideas for features (full interface designs, graphs, maps, tables, etc.) to present to the C-Suite executives for approval

### UX Designer

Epic, Madison, WI USA

July 2015 - May 2016

- Created user journeys, paper and digital prototypes, and detailed wireframes
- Presented to a diverse team of stakeholders early and often to get feedback; sometimes using high-fidelity mockups, other times, using a whiteboard to agree on a workflow
- Worked side-by-side with small teams of developers to communicate design requirements and clarify technical details (i.e. CSS properties and tweaking JS behaviors)
- Played a critical part in creating the company's 2015 Style Guide
- Introduced Lean Design Process to teams that traditionally followed a waterfall, or no design, process

## EDUCATION

### Bachelor of Science in Architecture: Transportation Design

Lawrence Technological University, Southfield, MI USA

Graduated May 2015

- This program was a subset of the Product Design curriculum
- Worked with industry leaders on creating futuristic automobile designs

Continued on back →

Industry Sponsored Projects:

- Honda, Concept for a Utility Vehicle - 4th Year
- Chrysler Ram, Concept for an Urban Mobility Vehicle - 3rd Year
- Chevrolet, Concept for 2025 Future Vision - 2nd Year
- Lincoln, Concept for a Luxury C-Class Vehicle for Millennials - 1st Year

SKILLS

**Basic Skills**

Storytelling  
Wireframing  
Mockups  
User Personas  
User Testing (Guerilla Style)  
Paper Prototyping  
Digital Prototyping (InvisionApp)  
Process Flows  
Journey Mapping  
Presentations with Powerpoint  
Branding (For UI purposes)

**Adobe Suite**

Illustrator  
InDesign  
Photoshop

**Languages**

HTML  
CSS  
Javascript  
C# for Unity (A tiny bit)

**Miscellaneous**

InvisionApp  
Clip Studio Paint  
Blender 3D  
3D Modeling  
3D Printing  
Video Editing  
Microsoft Word  
Microsoft Powerpoint

PORTFOLIO

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