



ROXANA HASANAT

UX / UI Designer

Email: roxioxx@gmail.com
Current Location: [Troy, Michigan, USA](#)
LinkedIn: [Click Here](#)

SUMMARY

I have 5+ years of professional experience in the UX/UI field focusing in US Healthcare Technology. For contract positions, I need at least 6 months of work.

PORTFOLIO

www.roxioxx.com

EXPERIENCE

UX Designer

Cella, Remote USA

April 2022 – July 2023

- Lead UX designer for an enterprise-level, web application centered around population health
- Increased value for end users by designing map-based graphs to make the data easier to understand
- Responsible for communicating UX strategy and product design talking points with UX researchers, content strategists, accessibility experts, program directors, and salespersons
- Prototyped conceptual design for a mobile app focused on improving healthcare insurance benefits to the company's members. The prototypes were then used for user testing

UX Designer

Upwork, Remote USA

June 2021 – December 2021

- Designed responsive layouts and interfaces for an internal marketing portal focused on sending emails to specific sets of jobseekers
- Used Bootstrap5, HTML/CSS/JS to create interactive wireframes to usability test with end users
- Created design documents for front-end developers to create the new app's module's pages

Manga Creator + Professional Development Period

Boyds, MD USA

June 2018 – June 2021

- Published 8 episodes for my WEBTOON *Butterfly Kisses*
- Ran an Etsy shop to sell my products (eCommerce Business)
- Learned Unity to create my own games (including art asset creation and C#)
- Also learned HTML/CSS/JS to communicate with developers better

UX/UI Designer

DrFirst, Rockville, MD USA

Sept 2016 - June 2018

- Lead UX Designer for Akario Backline and an internal admin portal (called iRegister)
- Sketched out wireframes, created personas, presented mockups, conducted user research, built prototypes
- Designed for web desktop, web mobile, iOS, and Android
- Created high-fidelity mockups of the product team's newest ideas in order to present to the C-Suite executives for approval

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UX Designer

Epic, Madison, WI USA

July 2015 - May 2016

- Created user journeys, UX prototypes, and detailed wireframes
- Presented to stakeholders early and often to get feedback before going to the developers with the design
- Played a critical part in creating the enterprise style guide (design system)
- Introduced LEAN methodology to teams that followed 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

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
Prototyping
Process Flows
Branding

Adobe Suite

Illustrator
InDesign
Photoshop

Languages

HTML
CSS
Javascript
Bootstrap5
MongoDB
C# for Unity (A tiny bit)

Miscellaneous

Figma
InvisionApp
Digital Illustrations
Blender 3D
3D Graphics and Printing
Video Editing

PUBLICATIONS

Butterfly Kisses

Webtoon, Online Manga

July 2018 - Current

RECOMMEND

Letters of recommendation can be found on [my LinkedIn profile page](#).