

# Jaime Gonora

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## EDUCATION

**NORTHEASTERN UNIVERSITY**, Boston, MA

September 2017 - Present

*Khoury College of Computer Sciences*

*Candidate for a Bachelor of Science in Computer Science & Design*

Expected Graduation May 2022

**Honors:** Benjamin A. Gilman Scholarship, Young Global Leaders Scholarship, Dean's Scholarship, Film Fellow

**Extracurriculars:** No Limits Dance Crew, Mixed Student Union, Delta Phi Epsilon, NU Photography Club

**Related Courses:** Experience Design 1, Design Process Context & Systems, Typography 1 & 2, Technology & Human Values, Human-Computer Interaction, Agile Software Development, Object-Oriented Design

**Study Abroad:** Berlin, Germany; Seoul, South Korea; Sydney, Australia

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## SKILLS

**Languages:** Java, JavaScript, HTML, CSS/Sass, Python, Racket. Familiar with SQL, Swift, PHP

**Tools:** Git & Github, Gulp & Grunt, JUnit, Gradle, Jenkins, Bootstrap. Familiar with React, AngularJS

**Design:** Adobe Creative Suite, Sketch, Figma, Invision, Balsamiq, Interactive Prototyping, Design Research

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## WORK EXPERIENCE

**TROVA**, Boston, MA

September 2020 - December 2020

*UX Design Co-op*

- Responsible for initiating and leading design projects, and collaborating with developers and stakeholders
- Redesign platform to standardize company branding, and create a Brand Guide and UX Kit for modular design
- Identify pain points in the user experience, and create/test solutions through prototypes and mockups

**MULLENLOWE US**, Boston, MA

January 2019 - June 2019

*QA/Development Co-op*

- Developed and maintained code for in-house and client websites utilizing HTML, Sass, JavaScript, and Git
  - Tested front-end code in various browsers and mobile devices to confirm cross-browser compatibility
  - Collaborated closely with other developers and digital producers for six months to meet deadlines for clients
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## PROJECTS

**BRIDGE**, Boston, MA

January 2020 - April 2020

*User Researcher*

- Produced a student design project to connect travelers abroad despite cultural and language barriers
- Conducted and analyzed more than 5 user interviews, and documented research, findings, and suggestions
- Interpreted user and market research to construct brand values, design specifications, and product prototypes

**U-ON-TIME**, Sydney, Australia

August 2019 - November 2019

*Experience Designer*

- Designed a mobile app to help university students enhance the experience of commuting to and from campus
  - Identified key stakeholders and generated 4 corresponding personas, scenarios, use cases, and storyboards
  - Led weekly team design critiques to discuss research and make feature improvements in an agile environment
  - Built high-fidelity interactive prototypes based on wireframes to be used for usability research and testing
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## INTERESTS

Travel, Foreign Language, Girls Who Code, Photography, Film, Dance, Journaling, Stickers, GeoGuessr, Boba