



LORINA NAVARRO

UX DESIGNER / INFORMATION ARCHITECT / ETHNOGRAPHER

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SKILLS

Contextual interviews
Surveys
Usability testing
Data visualization
Wireframing
Heuristic evaluation
Competitive analysis
Card sorting
Basic statistics
Workshop planning
Agile & SCRUM

SOFTWARE

Sketch
InVision
Illustrator
Photoshop
AfterEffects
Balsamiq
Tableau
UserTesting
OptimalSort

PROGRAMMING

HTML
JavaScript
Python

EDUCATION

MS in Human-Computer Interaction • Georgia Tech

August 2015 to present

BA in Anthropology University of the Philippines (Magna cum laude)

June 2007 to April 2011

WORK EXPERIENCE

● UX DESIGN INTERN • ELECTRONIC ARTS (EA)

May 2016 to August 2016 • Austin, TX

Re-designed data visualization dashboards for enhanced monitoring of EA games and services

Led a user-centered design process that included user research, heuristic evaluation, content inventory, card sorting, wireframing and usability testing

Won the CTO Leadership Award for the best project among 60+ interns

● UX RESEARCHER • MOTOROLA SOLUTIONS

February 2012 to June 2014 • Singapore, Singapore

Conducted generative research in Asia-Pacific to discover opportunities in public safety, oil & gas, healthcare and hospitality verticals

Collaborated globally with designers, product managers and engineers to incorporate user insights into future products and roadmaps

Responsible for research design, contextual interviews and recommendations in presentations and design reviews

● GRADUATE TEACHING ASSISTANT • GEORGIA TECH

January 2016 to December 2016 • Atlanta, GA

Supported the courses *Interactive Fiction* with Dr. Janet Murray and *Computing For Good* with Dr. Ellen Zegura and Dr. Beki Grinter.

Lectured on Game Design, User Testing and Design Reviews

● GRADUATE RESEARCH ASSISTANT • GEORGIA TECH

August 2015 to December 2015 • Atlanta, GA

Worked at the *Local Data Design Lab* with Dr. Yanni Loukissas

Designed mockups of data visualization interfaces for broadcast news data. Project presented at the Society of Literature, Science and the Arts Conference

● PROJECT EXPERIENCE

Fairbnb • Data visualization dashboard for understanding Airbnb pricing. Project featured in class.

MusiSkate • Enhancing skateboarding through audio. Project presented at the MobileHCI Conference Poster Session (2016)

Organ Outlet • Satirical shopping app that raises awareness on organ trafficking. Project featured in class.