Braeanne Oribello

Product Designer

braeanneori.com
boribell@ucsd.edu

Education

UC San Diego

[EXPECTED DECEMBER 2021]

B.S. Cognitive Science
Design + Interaction
Minor in Ethnic Studies

Skills

Tools

Sketch, Figma, Adobe Creative Suite, Python 3, HTML/CSS, Webflow.

Design

UX Research, Usability Testing, Design Systems, Prototyping, Design Thinking Tools, Wireframing, Information Architecture, Branding, Graphic Design.

Experience

Incoming Product Design Intern, Blend

[JUNE 2021]

Product Designer, Develop For Good

[JAN 2021 - PRESENT]

Collaborating with Cleveland Clinic and Akron Children's Hospital to create a web/mobile app to support families when managing cleft care challenges.

Lead Product Designer, Helpstor

[JAN 2021 - PRESENT]

Supporting small businesses through an online platform that amplifies their digital presence. An early stage start-up backed by The Basement at UC San Diego.

Visual + Brand Designer, UCSD Design Co

[MAR 2020 - PRESENT]

Creating graphic collateral, developing brand identity, and leading events/workshops for the pre-professional design community at UC San Diego (200+ members).

Creative Director, HUE Collective

[FEB 2020 - PRESENT]

Co-leading a multidisciplinary team of 24 students to digitally publish a design zine through brand identity formation and explorative storytelling/experiences.

UX Designer, Sony + UCSD Design Lab

[SEP 2020 - DEC 2020]

Selected designer for the Connected Learning Pathway (CLP) to research and design for remote connections, with the guidance of Sony mentorship and workshops.

Visual Designer, Viasat + UCSD Design Lab

[JULY 2020 - SEP 2020]

Developed the visual style for Viasat's internal design guide, to encourage the use of design thinking when problem-solving. Supervised by Michael Meyer.

Product Designer, Dexcom + UCSD Design Lab

[JAN 2020 - MAR 2020]

Spearheaded the end-to-end experience for a feature that would aid supply location for Continuous Glucose Monitor users and reduce customer support lines by 20%.