

ABENEZER BEREKET

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EDUCATION

New York City College of Technology, CUNY | Brooklyn, NY

June 2026

Bachelor of Fine Arts, Communication Design

Coursework: Interaction Design, UI/UX, Web Design, Motion Graphics, Graphic design

SKILLS

Design: Figma, Adobe Creative Suite, Webflow, Spline, Blender

Development: HTML, CSS, JavaScript, React, React Native, n8n, Webflow, framer, Claude code, Cursor

UX Methods: User research, usability testing, wireframing, prototyping

Certificate: Google UX Design Professional Certificate (Coursera), April 2024

PROJECTS

Adaptive Telemetry Workspace | Product Designer

June 2026

- Designed an agentic workflow that ingests a hardware test plan and automatically generates a role-aware telemetry dashboard.
- Ran multiple rounds of testing and used the findings to refine the concept.
- Demoed the working concept on a live dashboard platform using real hardware test plans.

Habetica | Founder & Product Designer

May 2026

- Founded the concept for a habit-tracking mobile app and designed the full user experience and interface in Figma, from user flows through high-fidelity mockups.

QUREA Creators Con (Design Competition) | Motion Designer

Jan – Feb 2025

- Researched neutral-atom quantum computing, then scripted, storyboarded, and animated a visual explainer using Blender and After Effects.
- Presented the animation with a team (design + PhD researcher) to a panel of QuEra engineers, researchers, and high school students.

EXPERIENCE

Freelance | Web Designer & Developer

Jan 2023 – Present

- Sourced and closed 10 clients end-to-end: outreach, scoping, pricing, delivery, and ongoing support.
- Designed and built client websites in Webflow and hand-coded HTML/CSS/JavaScript, from Figma wireframes to launch.
- Created brand systems for small businesses: logos, type and color rules, and motion graphics.
- Improved client SEO through metadata, site architecture, and keyword structure.

Unity for Equality | UX Researcher & Graphic Designer (Intern)

Feb 2025 – Present

- Shifted student outreach from generic messaging to clear, practical online resources, lifting engagement 30%.
- Analyzed outreach data to identify the demographics most likely to benefit, and prioritized them in campaigns.

Hunt Slonem Studio | Creative Strategist & Artist

Jul 2021 – Feb 2025

- Brought in two new clients through self-initiated outreach in a client-facing studio role.
- Built an internal cataloging system that improved search, organization, and workflow for the team.
- Fabricated and painted large-format artworks and collaborated with curators to translate client requirements into visual selections.