

Alexis Medina

Product Designer

CONTACT

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EDUCATION

Pepperdine University

B.A in Film Studies w/an emphasis
in Digital Media Production,
Minor in Marketing

Springboard

UX/UI Design Certificate,
Human Computer Interaction

SKILLS

TOOLS

Figma
Adobe Creative Suite
Miro
Webflow

DESIGN

Site Mapping
Wireframing
Interactive Prototyping
Visual Design
Information Architecture
User Flows
Design Systems

RESEARCH

Screen Surveys
User Interviews
Journey Mapping
Competitive Analysis
Heuristic Evaluation
Usability Testing
Personas
A/B Testing

SOFT SKILLS

Servant Leadership
Team Collaboration
Client Relations
Growth Mindset

EXPERIENCE

Develop for Good: Good Samaritan Shelter, Apprenticeship | UX Designer

Housing & support nonprofit serving unhoused and recovering individuals.
APRIL 2025 - AUGUST 2025

- Collaborated in a cross-functional volunteer team of 8 UX designers, a project manager, and a product lead, participating in weekly critiques and planning sessions to align on scope and priorities.
- Conducted competitive analysis and stakeholder interviews to uncover key UX challenges in the shelter’s volunteer management process.
- Created low, mid, and high-fidelity prototypes informed by research insights, designing solutions aligned with the nonprofit’s operational needs.
- Prepared documentation and design assets for developer handoff, ensuring project continuity beyond the volunteer cycle.

Cooley Creative LLC, Contract | UX Designer

AI startup in the comic book publishing industry.
SEPTEMBER 2023 - OCTOBER 2023

- Designed a user-centric website, that offers seamless access to the company's comics & merchandise through a premium (paid) membership.
- Coordinated a cross-functional UX design team, leading project direction, brainstorming sessions, and stakeholder management.
- Presented data-driven design recommendations to CEO after conducting generative research such as a market research and evaluative research such as usability testing.

GramCity, Project | UX Designer

An app feature that helps users find the best photo-op locations in any city.
JUNE 2023

- Executed a modified Google Design Sprint, creating a new feature for GramCity app to help users discover nearby photo-op locations.
- Synthesized research, identified pain points, mapped user flows, and validated solution prototype through usability testing.
- Achieved a 100% positive response rate, with all participants indicating they would use the feature while traveling or for capturing unique photos.

StreamGuide, Project | Product Designer

B2C mobile app end-to-end design in the video streaming service industry.
JUNE 2021 - OCTOBER 2021

- Designed a mobile application that streamlines the video streaming selection experience for users.
- Conducted in-depth UX research, competitive analysis, identified pain points, mapped user flows, created sketches and prototypes
- Validated solution prototype through iterative user testing and successfully identified that the initial usability issues were resolved in the updated prototype.

PREVIOUS EXPERIENCE

HeyTutor, Contract | Academic Mathematics Tutor

Academic tutoring service in the education industry.
APRIL 2023 - PRESENT

- Tutored over 60 students across Algebra 1, Algebra 2, Trigonometry, and Precalculus, adapting instruction to diverse learning styles.
- Developed personalized academic plans and provided ongoing feedback to help students achieve measurable progress toward their goals.