

Onyekachi Nwabueze

Contact

✉ onyekachi.mn@yahoo.com
🔗 onyekachi-mn.com
🌐 linkedin.com/in/onyenwabueze/

Education

Master of Human-Computer Interaction (MHCI)

Carnegie Mellon University,
School of Computer Science
AUG 2021

Bachelor of Arts, Cognitive Science Minors: Education, Linguistics

Occidental College
MAY 2017

Certifications + Awards

Granted Design Patent

Onyekachi Nwabueze is a named Inventor on Patent No. 015024072-0001 titled Display Screen Or Portion Thereof Displaying A Graphical User Interface For Financial Transactions
Foster City, CA
GRANTED JUN 7, 2023

User Experience Design Course General Assembly

JUL 2019

Skills

Software

Figma
Illustrator
InDesign
Photoshop
Webflow

Technical

CSS
HTML4
JavaScript
Python

Work Experience

Designer | NOV 2021 - PRESENT

VISA

- Created and facilitated design workshops with global product owners
- Designed marketing tear sheet for global Issuers and Consumers that was downloaded over 160 times in the first week of going live
- Tested proof-of-concept for global products
- Designed meaningful payment experiences for underbanked populations

UX Designer | OCT 2021 - DEC 2021

PLAYGROUND IEP

- Designed Playground IEP tool: <https://playgroundiep.com/>
- Playground IEP is a cloud-based caseload management tool that automates IEP scheduling, generates IEP snapshots, and provides teachers with a personalized dashboard of their caseload

Special Education Paraeducator | JAN 2018 - JUN 2021

SAN FRANCISCO UNIFIED SCHOOL DISTRICT

- Served as an instructional aide at Rosa Parks and El Dorado Elementary School by working with students who possessed Individual Education Plans, emotional trauma, behavioral challenges, as well as cognitive differences (i.e., autism, dyslexia, ADHD, etc.)

Site Coordinator | JUL 2018 - JAN 2019

YMCA OF SAN FRANCISCO, BUCHANAN

- Designed and managed the after-school program of 100 elementary school students, hired contractors to bring specialized activities to youth
- Supervised a staff team of 8, acted as hiring manager for program

Project Experience

UX Design & Research Lead | FEB 2021 - AUG 2021

CARNEGIE MELLON UNIVERSITY, CONNECTED EXPERIENCE LAB

- Conducted user research to gather insights on effective learning practices, which guided the design of a mobile toolkit to boost women's negotiation skills and confidence
- Used design practices to implement research findings into a mobile application that is human- centered in design
- Taught and managed undergraduate students through the full UX process of a product's end-to-end development cycle

UX Designer | FEB 2021 - AUG 2021

CARNEGIE MELLON UNIVERSITY CAPSTONE PROJECT

- Designed WICster: a virtual aid, using Cognitive Science and Education principles to help caregivers set and meet health and nutritional goals through behavioral change tactics.
- Created front-end assets like mobile app wireframes, SMS conversational agents, prototypes, and websites
- Used user evidence to make design choices for a digital solution delivered to our client, PA WIC.