GENESIS RAMOS

UX/UI Designer
Woodstock, GA | gr970745@gmail.com | Portfolio| LinkedIn

PROFESSIONAL SUMMARY

UX/UI Designer with a foundation in Computer Science and Interactive Design. Experienced in Lean UX, user research, wireframing, and iterative prototyping. Skilled in translating feedback into intuitive, accessible digital experiences and applying design systems and visual consistency across projects.

EDUCATION

Bachelor of Science in Interactive Design

Kennesaw State University – Kennesaw, GA (May 2025)

Georgia State University – Coursework in Computer Science & Game Design

- o   Dean's List (Spring 2020)
- o   Outstanding Student in Learning Technologies Award Recipient

UX/UI EXPERIENCE

Trope Finder | UX/UI Designer (Team Project) | Summer 2025

- o   Contributed to a 3-week Lean UX sprint, leading research synthesis and high-fidelity prototyping.
- o   Created personas, wireframes, and interactive prototypes in Figma, iterating through continuous user feedback.
- o   Improved visual hierarchy and content clarity to enhance usability and overall user flow.

Procreate Photo Lessons | UX/UI Designer (Duo Project) | Fall 2025

- o   Co-designed an interactive learning experience applying core interaction design principles.
- o   Executed visual consistency across typography, layout, and reusable UI components.
- o   Designed interactive elements to support intuitive navigation and reduce cognitive load.

ECO HERO | Lead UI Designer (Team Project) | Summer 2024

- o   Led UI design and established the product's design system, including color, typography, and reusable components.
- o   Designed core user flows and refined layouts to ensure consistency across screens.
- o   Developed high-fidelity prototypes and implemented improvements based on usability testing.

WORK EXPERIENCE

Lead Sales Associate

The Cosmetics Company Store – Woodstock, Ga (Jan 2024 – Present)

- o   Earned the friendliest award, recognized for consistent performance and customer satisfaction by my team.

SKILLS

- o   Figma, Lean UX, Usability Testing, Interaction Design, Design Systems, Storyboarding