

# Isabel Anguera — Experience Designer

---

(434) 907-2508 | isabelanguera2@gmail.com | <https://isabelanguera.xyz>

Detail-oriented professional with 4+ years of combined academic, project, and career experience in UX/UI and product design. Collaborates with leaders and team members to transform complex systems into elegant, user-friendly products and components using clear communication and empathetic design thinking. Leads teams to complete projects on time with quick decision making, strategic planning, organization, and proactive follow-through.

## Education

---

**The New School** — New York, NY | GPA: 3.87

2017–2021

**Bachelor of Fine Arts in Design and Technology / Bachelor of Arts in Culture and Media Studies** (Dual Degree)

- ❖ **Honors & Awards:** Graduated with Honors and Departmental Honors (BFA); Graduated with Honors (BA)
- ❖ **Activities & Societies:** BFA Thesis Publication Team Lead, Research Assistant

## Experience

---

**Opal** | Remote

Dec. 2021–Present

**Digital Product Design Intern**

*Collaborating with a team to bring the design of a new crypto product from its MVP to beta stage and on.*

- ❖ Create and maintain a new design system in Figma to support future growth and multi-device expansion
- ❖ Analyze usability testing results and research to strategize UX directions, and review flow of content design
- ❖ Iterate, wireframe, and prototype designs quickly to meet tight deadlines

**DemocracyLab** | Remote

Dec. 2021–Present

**Research and UX Design Volunteer**

*Leading research initiatives on the organization's corporate research team, and acting as captain on multiple design tasks.*

- ❖ Analyze user research and implement findings into product and marketing to increase engagement on corporate page
- ❖ Collaborate and lead teams to complete user flows and designs based on research and testing

**OnePlus** | Remote | Contract

May 2021–Jul. 2021

**User Interface Designer**

*Designed a themed UI kit, including home screen, charging animation, and app kit for theme store.*

- ❖ Ideated and translated idea into proof of concept through lo-fi mockups and animation
- ❖ Collaborated remotely to develop concept into final deliverables, and meet brand identity

**Parsons School of Design** | New York, NY | Seasonal

**User Experience Designer — Digital Archive**

May 2021–Aug. 2021

*Co-led creation of a digital archive for Parsons' Design and Technology BFA department, including systems for submitting to, referencing, and managing the archive.*

- ❖ Conducted initial user testing to understand and better address target audience
- ❖ Implemented systems thinking that accounted for different use cases, and designed a low-maintenance submission system, optimizing the archive's functionality and ease of use

**Research Assistant**

Mar. 2020–Jul. 2020

*Collaborated in a team of three to develop and launch p5.Party, a multi-user Javascript library.*

- ❖ Built demo projects showcasing library features, and wrote documentation for user's future ease of use
- ❖ Co-hosted bashes introducing the library to ~50 new users

## Skills

---

User Experience (UX)	User-Centered Design	Wireframing	Adobe CS
User Interface (UI)	Visual Design	Prototyping	Figma
Information Architecture	HTML/CSS/Javascript	Hi/Lo Fidelity Mockups	Sketch

## Languages

---

**Spanish**(Fluent), **French** (Proficient)