



Joshwin Greene

Freelance Product & Web Designer / Developer

A multi-disciplinary designer whose committed to crafting solutions that meet the needs of users, but which also reflect the needs of the business.

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EDUCATION

B.S. Software Engineering University of California, Irvine

09/2013 – 09/2016

Cumulative UCI GPA: 3.12

Relevant Coursework

- Intro to Human-Computer Interaction (HCI)
- Project in HCI & Evaluation
- Software Design I
- Requirements Engineering
- Information Visualization

WORK EXPERIENCE

Co-Founder / General Project Manager / Mobile App Developer / Designer ScholarDev Apps

08/2012 – 09/2016

Fresno, CA

Mobile Application Development Startup

Achievements/Tasks

- Spearheaded the design and co-developed ScholarDev App's debuting app (Fresno Transit Free) for iOS and Android that has garnered more than 15,000 downloads on Google Play with a 4/5 star rating as of 2016
- Redesigned the business' website for web and mobile based on the business' needs

SKILLS & TOOLS

Surveys

Interviews

Data Analysis

Personas

Think-Alouds

Heuristic Evaluation

Sketching

Information Architecture

Scenarios

Storyboarding

Wireframes

Mockups

Prototyping

Sketch

Framer

Invision

Zeplin

Precursor

Blocs

HTML

CSS

JavaScript

Python/Java/Swift

COMMUNITY ACTIVITIES

Logistics/Food Committee Lead Women Techmakers Fresno

11/2016 – 03/2017

PROJECTS

Product-Strategy-Focused UX Case Study on Pocket (10/2017 – Present)

- Brainstormed four high-level learning objectives, which were used to formulate user interview questions
- Recruited participants via various social networks, in addition to those that wrote reviews or critiques. Participants had to be current or ex-users of the service
- Remotely interviewed participants from around the globe

Stay on Track – Student Planner and Distraction Blocker (01/2015 – 03/2015)

- Played a leadership role when it came to the following: keeping my team consistent with our chosen design problem, offering next steps for completing project milestones, and task delegation
- Conducted exploratory user research via observations and interviews. Synthesized my findings and came up with possible design avenues to pursue. Focus Area: Productivity and Efficiency
- Conducted data analysis through the use of affinity maps and thematic diagrams, which were used to construct a problem statement and eventually two relevant personas
- Played an active role in brainstorming and finalizing user needs, requirements, and possible design solutions
- Storyboarded one of the final design solutions and drafted up our reasoning for why we chose the final design solution
- Constructed a paper prototype for the mobile version of the final design solution and used it to conduct a think-aloud exercise with a student participant

Design Studio II – Traffic Light Simulator (10/2014 – 11/2014)

- Identified the project's audience, stakeholders, goals, constraints, assumptions, and functional/non-functional requirements
- Analyzed competing products using a set of criteria, such as whether a product offered specific features
- Constructed personas that represented different archetypes of the users that we were targeting
- Led construction of wireframes based on morphological chart
- Individually conducted a heuristic evaluation on the final interaction design during the following design studio

Fresno Transit Free – Mobile Bus Schedule (08/2011 – 04/2014)

- Led design efforts (post concept) for both versions of the application. The iOS version was entered into the 59DaysOfCode 2013 competition and won People's Choice
- Proposed dashboard navigation pattern after researching Android design patterns. Constructed wireframes
- Proposed, designed, and implemented the Favorites feature for both platforms
- Collaborated on and played an active role in presentations that were given to the Fresno Area Express, the associated student government at Fresno City College, and 59DaysOfCode. These presentations were used to give updates, gain support, and move our plans for Fresno Transit Free forward