

Andrea M. Relova

andreamrelova@gmail.com

(904)234-2031

Portfolio: <https://andrearelova.com/>
GitHub: <https://github.com/andrearelova>
LinkedIn: www.linkedin.com/in/andrearelova

Education

University of Florida, Wertheim College of Engineering

December 2022

Bachelor of Science in Engineering with a Major in Computer Science and a minor in Linguistics

- GPA: 3.43

Internships

Red Ventures (Charlotte, NC)

Product Design Intern

June 2022 - August 2022

- Designed and implemented (using Figma and StoryBlok) My Career Hub, a centralized resource for RV employees to manage and own their career.
- Utilized a strategic design process to in the creation of My Career Hub, which included stakeholder management, facilitating feedback sessions with content owners and stakeholders, and building out a roadmap and design strategy.
- Led UX Research (e.g. focus groups and contextual inquiries) with current interns to gather insights important to redesigning RV's Early Career Talent Brand and website.

Quantum Interface (Austin, TX)

UX Design Intern with a focus in Software Engineering

June 2021 - Present

- Became acquainted with Quantum Interface's JavaScript SDK for one of their core technologies, a QPoint. Applied the QPoint SDK to multiple web applications.
- Used Figma to design multiple concepts and wireframes with QI's Lead User Interface Designer.
- Worked with the DevOps Engineer to deploy multiple web applications to QI's S3 bucket.

Superstars (Daytona, FL)

Creative Design & Digital Creator Intern Leader

March 2022 - Present

- Sketched and designed content for Superstars' marketing team, such as infographics for the App Store and marketing newsletters
- Assisted in the development of the Superstars website.
- Collaborated with the CEO and other marketing team members to write content that accurately captures Superstars' vision.

Professional/Collaborative Projects

Crypto Cup

January 2022 - April 2022

UX Designer

- Created high fidelity wireframes using Figma detailing the entire Crypto Cup website, on desktop and mobile
- Collaborated with other team members to design Crypto Cup's gameplay and determine the user flow.. Crypto Cup is a Fantasy Sports Service where users bet on the upcoming performance of various cryptocurrency.
- Assisted in the frontend development of the web application and used Jira to manage the project into sprints.

Popsicle's Polar Dash (2.5D Platformer Game with Unity Engine)

January 2022 - April 2022

UX Lead/Team Lead

- Collaborated with a team of five others to conceptualize a video game, including a Game Design Document, Developer Journals, and wireframes.
- Implemented the game's UI on Unity, including menus, ability to pause and reset the game, in-game dialogue.
- Managed the group's communication platforms and led feedback sessions with professors throughout the semester.

Laundr

September 2020 - December 2020

E-Commerce Website, Frontend Developer

- Worked with a project lead, scrum master, and backend developer to create a web application for a local laundry company in Agile software development-style
- Focused heavily on implementing website's UI; created high-fidelity wireframes with Adobe XD
- Created web application with React.js, HTML/CSS, Firebase, npm, and GitHub.

Loss Prevention Research Council

September 2020 - December 2020

Zone 4 Design Research Project

- Collaborated with a team of three other students to research how to create a better user experience for retail customers in the "Zone 4" of a retail space (i.e. the parking lot and any land leading to the front entrance)
- Interviewed, ran focus groups, created personas and storyboards, and wrote design documentation to determine what the user needs in a retail space's Zone 4 are, both in and out of a COVID-19 situation
- Designed a curbside pickup app (using Figma and Invision) to complement the Zone 4 experience and tested prototypes with users

Skills and Relevant Coursework

- Creative Skills: Figma, Adobe Creative Cloud (XD, InDesign, Photoshop, Illustrator), Canva
- Technical Skills: C++, Java, Python/Jupyter, Python NLTK, React.js, HTML/CSS, Git/GitHub, npm, Processing (Java), Unity
- Relevant Coursework: User Experience Design, Human-Computer Interaction, Game Development, Digital Art, Software Engineering, Data Structures and Algorithms

Leadership

Alpha Phi International Women's Fraternity

November 2020 - Present

VP of Diversity, Equity, and Inclusion; Executive Council

- Utilized resources from Alpha Phi, UF, and other organizations in order to educate members on diversity and inclusion
- Served on a judiciary board committee to ensure conflict management and an inclusive space based on members' actions
- Worked with a team of seven other Vice Presidents, a chapter president, and an advisor to manage a chapter of about 200 members.