

# Stephanie Bautista

UI/UX DESIGNER & RESEARCHER



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## EDUCATION

**UI/UX DESIGN CERTIFICATE**  
Springboard 2024

**Master's Degree (U.S. History)**  
S.F. State University 2012

**Bachelor's Degree (U.S. History)**  
University of San Francisco 2007

## SKILLS

### UX Design

Information Architecture | Storyboarding |  
Sketching | User Flows | Guerrilla Testing |  
Mockups | Wireframing | Color Psychology |  
Branding | Prototyping | Design Libraries | Design  
Systems | UX Writing | Iteration

### UX Research

Heuristic Analysis | Competitive Analysis | User  
Research | Qualitative Research | Data Analysis |  
Surveys | Interviews | A/B Testing | Active  
Listening | Empathy | User Stories | User  
Personas | Collaboration

## TOOLS



## AWARDS

**"I Saved a Life"**  
Kaiser Permanente NOV 2022

- The "I Saved a Life" program celebrates front-line staff whose actions resulted in the early detection of breast, cervical, or colon cancer.

**Staff Courtesy and Professionalism**  
Kaiser Permanente MAR 2021

- Awarded in recognition of outstanding performance in the delivery of exceptional and compassionate care.

**Kent: The Service of Betrayal**  
Academic Publication 2007

- Published in the University of San Francisco's multidisciplinary student journal *Writing for a Real World*.

## DESIGN EXPERIENCE

**UI/UX DESIGNER (CONTRACT)**  
BoardSpace - Page Redesign DEC 2023

As point for the design team, I managed the client relationship to uncover and address business and user needs and presented mockups to the CEO for review.

*Outcome:*

- Optimized the layout and functionality of meeting dashboard with a minimalist aesthetic.
- Revamped the meeting minutes to improve user experience by updating icons to match industry standards, modified page layouts for minimalist aesthetic, and improved the UI of closing meetings to reduce user error.

**UI/UX DESIGNER & RESEARCHER (FREELANCE)**  
Level Up - Mobile App JAN 2023 - JUL 2023

Managed the end-to-end process of designing an all-inclusive exercise app that enables users to connect with trainers and a community of peers.

*Outcome:*

- Final user testing took into account 2 key performance indicators - user satisfaction and ease of operation or experience. All users noted that it was easy to use and useful, indicating the app will have high user retention and loyalty.

**UI/UX DESIGNER (FREELANCE)**  
Breakaway - E-commerce App SEPT 2023 - OCT 2023

Tasked by the PM with solving user roadblocks in comparing products and implementing a guest checkout option to prevent cart abandonment.

*Outcome:*

- Created comparison feature that allowed users to save and compare selected products leading to reduced user bounce rate.
- Incorporated guest checkout to decrease cart abandonment and improve conversion rates.

**UI/UX DESIGNER (FREELANCE)**  
TinyTales - Mobile App / Design Sprint SEPT 2023

Using the 5-day Google Venture design sprint model, I brainstormed solutions and designed a prototype addressing client complaints surrounding the inability to quickly find age-appropriate or topical stories.

*Outcome:*

- Revamped the information architecture to improve how stories are categorized and searched.
- Created an easy method for filtering stories by age or genre.
- Included a search function to quickly find stories by title or author.

## PREVIOUS EXPERIENCE

**MEDICAL ASSISTING**  
Kaiser Permanente MAR 2016-PRESENT

- Direct patients to exam rooms, document medical history, field questions, and prepare patients for exams.
- Build strong relationships with patients through effective communication that fosters trust in the clinic's commitment to quality care.
- Boost patient satisfaction by providing compassionate care and promptly addressing patient needs.