

# Marlon Zoir Mejia

UX/UI Designer, Product Designer, Interaction Designer

I am a creative user experience designer that takes a user-centric and data-driven approach when pushing pixels. As a curious autodidact, I spent time teaching myself design skills and principles before being trained as a UX/UI designer. I solve digital problems by combining user research and visual design, resulting in beautiful solutions.

## UX/UI EXPERIENCE

### User Experience Design Immersive Fellow General Assembly, Remote

Oct 2020 - Jan 2021

Professional, full-time immersive UX program consisting of a 12-week, 500-hour immersive program. Learned core UX design processes, individually and collaboratively, to conduct 5 user-centered projects in 2-3 week sprints.

- Conducted research to empathize and understand users needs and desires by performing a total of 19 interviews
- Applied user-centered and data-driven strategies to create evidence-based designs for web and mobile prototypes
- Developed UX deliverables and artifacts to communicate with clients and stakeholders

### User Experience Designer Spark FM, Remote

Nov 2020 - Dec 2020

My team was tasked with a full redesign of Spark FM's native iOS mobile application to provide a platform that achieves their goal of being more than just a music application.

- 13 remote interviews - 4 conducted myself - resulting in 905 insights that shaped our solution
- Consulted with an expert developer - and performed 14 usability tests - to create a realistic and iterated high fidelity prototype

## DESIGN EXPERIENCE

### Freelance Content Creator MZ Mejia, Remote

Aug 2015 - Present

Content creator tasked with creating and maintaining web & social graphics, and three sport specific websites, and more.

### Titans FC

Graphics, Web Design, Content Strategy, Videography

Aug 2019 - Present  
Seattle, WA

### Puget Sound Sports Management

Graphics, Web Design, Branding, Strategy, Photography

May 2018 - Present  
Seattle, WA

### Bethany College Athletics & Broadcasting Network

Graphics, Storyboarding, Videography, Live Streaming

Aug 2015 - May 2019  
Bethany, WV

## TOOLS

Sketch  
Axure  
Invision  
Figma  
Miro  
Optimal Sort  
Adobe Creative Suite  
Wordpress

## SKILLS

Project Management  
Content Strategy  
Storyboarding  
User Research  
Information Architecture  
Sketching  
Wireframing  
Interaction Design  
Prototyping  
Visual Design  
Usability Testing  
Presentation

## EDUCATION

### User Experience Design Immersive Program

General Assembly, Remote  
Oct 2020 - Jan 2021

### BA: Sports Communication & Digital Media

Bethany College, Bethany, WV  
Aug 2015 - May 2019

## CONTACT INFORMATION

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