

Marlon Zoir Mejia

User Experience Designer

Portfolio: www.mzmejia.com

Email: marlon@mzmejia.com

LinkedIn: [linkedin.com/in/mzmejia](https://www.linkedin.com/in/mzmejia)

WORK EXPERIENCE

General Assembly, UX Design Instructional Associate

Jan 2021 - Present | Boston, MA

Currently mentoring User Experience Designers in a 12-week immersive course. I provide design feedback, conduct 1:1 design workshops in Figma and Sketch, and review class assignments.

General Assembly, UX Design Immersive Fellow

Oct 2020 - Jan 2021 | Boston, MA

Professional, full-time immersive UX program consisting of a 12-week, 480-hour immersive program. Learned core UX design processes, individually and collaboratively, to conduct 5 user-centered projects in 2-3 week sprints. Applied user-centered and data-driven strategies to create evidence-based designs for web and mobile prototypes.

Spark FM, UX Designer

Nov 2020 - Dec 2020 | Boston, MA / Remote Contract

My team conducted a full redesign of Spark FM's native iOS mobile application. We created an onboarding process that was 60% more effective, while adding features including: updated schedules, interactive chat, detailed artist biographies, as well as community news sections based on user research, business goals, and input from the CEO and marketing team. Currently in development.

Titans FC, Content Creator

Nov 2019 - Dec 2020 | Seattle, WA

Managed a multifaceted content marketing strategy with a primary focus on consistent communication. Responsible for the ideation and creation of materials, including digital and print graphics, weekly newsletters, and web design.

Puget Sound Sports Management, Content Creator

May 2017 - Dec 2020 | Seattle, WA / Portland, OR

Managed 3 multifaceted content marketing strategies with a primary focus on consistent branding. Responsible for the ideation and creation of materials, including digital and print graphics, photography and videography, weekly newsletters, web design and maintenance, branding, and storyboarding.

SKILLSET

Tools

Sketch, Axure, Invision, Figma, Adobe Creative Suite, Wordpress, Webflow, Miro

Methodologies

Agile & Remote, User Research, Research, Analysis, Information Architecture, Wireframing, Usability Testing, Low to High Fidelity Prototyping, Visual Design

Soft Skills

Creative, Problem-solving, Communication, Empathy, Growth Mindset, Curiosity, Team Player, Adaptability, Collaborative

EDUCATION

Carnegie Mellon University

Aug 2021 - Aug 2022 | Pittsburgh, PA
MA., Human-Computer Interaction

General Assembly

Oct 2020 - Jan 2021 | Boston, MA
UX Design Immersive Program

Bethany College

Aug 2015 - May 2019 | Bethany, WV
BA., Sports Communication & Digital Media