

Isabel P Lopez Paez

lopezpaezisabel@gmail.com | 908-463-9005 | Roselle Park, NJ, 07204

[LinkedIn](#) | [Portfolio](#)

Education

New Jersey Institute of Technology

Jan 2024 - Present

B.S Human Computer Interaction

Expected Graduation: August 2026 | GPA: 3.7 | Tau Sigma Honors

Relevant Courses: Discovering User Needs, Designing UX, Building Web Apps, & Research Methods.

Skills

Programming: Git, Python, HTML, CSS, & C#.

Tools: Figma Make, Claude, Adobe Illustrator, Photoshop, Maya, After Effects, Canva, Miro, Google Forms, SPSS, & Excel.

Research & Design: User Persona, Journey maps, Prototyping, Wireframing, Usability testing, User Interviews & Diary Study.

Experiences

Research Assistant | New Jersey Institute of Technology

Sep 2025 - Present

- Conduct literature reviews of 10+ academic sources and synthesize findings, contributing to an award-winning *Like, Comment & Caption: A Decade of Social Media Video Caption Research (2015–2025)* publication.
- Collaborate with a Ph.D. researcher to recruit 10–20 participants and shape study design for accessibility-focused NSI captions for HOH and Deaf users.
- Analyze 50+ survey responses and interviews to identify usability insights; supported research was recognized with an Honorable Mention at the ACM CHI Conference on Human Factors in Computing Systems (top ~5%).

UX/UI Designer Intern | Tapyoca

Feb 2026 - Present

- Iterate on user authentication flows, improving navigation efficiency and reducing friction in key user journeys.
- Developing responsive UI designs for desktop & mobile, enhancing usability & consistency across 2 device types.
- Improve form usability through real-time validation and feedback, decreasing user input errors by 10% and increasing task completion rates.

Beta Tester | Contextral

Feb 2026 - Present

- Conduct 5+ UX testing sessions, identifying usability gaps and informing design iterations prior to release.
- Report 10–25 bugs and usability issues, improving product stability and overall performance.
- Partner with engineers to implement UX improvements, including onboarding flows and familiar UI patterns, reducing friction and increasing task completion efficiency.

Projects

[Skin Breakdown](#) | Design Showcase

Aug - Dec 2024

- Designed a personalized skincare app concept, incorporating feedback from 80 users.
- Iterated wireframes to high-fidelity Figma prototypes based on usability testing, enhancing user flow and interface.

[NJIT Library App Design](#) | New Jersey Institute of Technology

Sep - Dec 2025

- Led a 5-member team to conduct UX research for a library system, aligning stakeholder goals with user needs.
- Synthesized findings into 4 actionable UX recommendations, revealing key friction points in mobile access, navigation, and digital-physical interactions, guiding future design improvements.