## Product Designer

Celine is an **optimistic**, **full-stack designer**, who is **interested in creating digital accessible experience** for users.

As a designer with unique experience in intuitive digital interfaces, she improves enduser experiences across enterprise solutions and in-store retail customer journeys. With experience in **overcoming design challenges** at project such as limited access to competitor data, **project timeline shifts**, and **adapting design systems for non-standard screen sizes**. She has extensive experience designing for a range of digital platforms, responsive web, mobile applications, and tablets, **utilizing best practices** in mobile and web-based information architecture.

She adds value by aligning design solutions with business goals and investment priorities, **overcoming company constraints** while still delivering optimized, usercentered solutions that **meet both company and end-user needs**.

She is seeking opportunities to enhance end-user experiences for both B2C and B2B retail, delivering solutions for consumer and industry applications alike.

## Experience

Honeywell International UX UI Design Intern June 2024 - Aug 2024 Led design for a handheld computer from 0→1, conducting 4 rounds of wire-framing and 2 A/B testing cycles with mid-fidelity prototypes to optimize UI for novice and tech-savvy users. Delivered 5 new features utilizing a standardized design system.

Conducted competitor analysis of handheld computer UI in market to iterate on early design concepts.

Collaborated with engineers to redesign UI component library using the design system and redesigned 30+ elements in features like pump maintenance, runtime operation.

Coca-Cola (Sponsored project) UX Designer May 2024 - Mar 2024 Delivered a project collaborating with 23 designers using the agile development framework to ensure the quality of high-fidelity prototype in under 2 months.

Created a hi-fi kiosk prototype for in-store club café, **incorporating 5 accessibility components** that align with the Coca-Cola brand to enhance visibility and boost revenue.

Experience	<b>Deloitte (Sponsored project)</b> UX Design Lead Jan 2024 - May 2024	Led an 8-designer team and delivered a high-fidelity onboarding web-platform for new hires, employees, to improve retention through new features like my calendar, community events.
	<b>Deloitte (Sponsored project)</b> UX Designer Sep 2023 - Nov 2023	Designed an intuitive product for Deloitte with a 90% readability score, aiding the Social Security benefits in improving benefits awareness for 1.8 million individuals annually.
Education	Savannah College of Art and Design Sep 2020 - Mar 2025	BFA in User Experience Design Dean's List honors, Achievement Scholarship
Involvements	Future Leaders of UX Feb 2024 - Current	Design mentor for freshmen, sophomore students operating a mentorship center at SCAD.
	International Design Awards Jan 2024	Bronze winner
Achievements	Red Dot Design Award Sep 2023	Junior winner in Health care design solution
	<b>Indigo Awards</b> June 2023	6 Gold, 5 Silver, 6 Bronze

Tools & Skills

Figma, Framer, WebFlow, Photoshop, Ilustrator, HTML, CSS, JS, Rhino, Keyshot, Miro, Confluence, Power Point, Excel, Jitter,MidJourney

User Research, Usability testing, User Journey Mapping, Information Architecture, Prototyping, A/B Testing, Design Systems, Design Thinking, Al Prompting, Wireframing