

Isadora Morandi Cabrera

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SUMMARY

Strong foundation in interaction design, prototyping, and front-end development. Skilled in turning complex research and data into clean, intuitive user experiences. Experienced in working collaboratively across engineering, product, and research to deliver high-quality, scalable features.

EXPERIENCE

UX Designer & Web Developer — Freelance (December 2024 – current)

- Conduct user research, interviews, and usability testing to inform design decisions.
- Create personas, user flows, wireframes, and interactive prototypes using Figma and Adobe Creative Cloud.
- Develop responsive websites using HTML, CSS, and JavaScript.
- Apply usability, accessibility, and responsive design best practices.

E-Designer — Havenly (May 2022 – May 2024)

- Created interactive digital design concepts using **Adobe CC** and 3D platforms.
- Partnered with product and engineering teams to refine UX across multiple touchpoints.
- Leveraged customer data to iterate on layouts, personalization logic, and UI styling.

Office & Design Assistant — Balloon Artistry (Sept 2021 – May 2022)

- Produced branded marketing assets and optimized workflow systems.
- Supported cross-departmental initiatives and vendor communications.

Video Editor Intern — Teknisa Software (2016 – 2018)

- Developed UI-aligned explainer videos for a restaurant SaaS platform.
- Identified onboarding pain points through client interviews, contributing to UI improvements.

RELEVANT PROJECTS

UX Designer — Neurological Diseases Clinical Trials (Fall 2024)

- Owned end-to-end UX for data-heavy clinical trial dashboards, from user research to high-fidelity Figma prototypes.
- Designed responsive visualizations that simplified complex insights for researchers and stakeholders.

- Manipulated and filtered real client datasets using **MongoDB + SQL**, improving clarity and usability.
- Presented the final solution to pharmaceutical partners; the project was awarded **Best Overall Project**.

Volunteer UX Researcher — Police Department Mobile App (Summer 2024)

- Conducted interviews and usability testing with officers and community members. Designed low- and high-fidelity prototypes in **Figma**, improving navigation and engagement flows.
- Delivered iterative design solutions that enhanced task completion and public information access.

Independent UX Designer / Researcher — Municipal Website Redesign (Spring 2024)

- Redesigned government websites with a focus on accessibility (WCAG), responsiveness, and information architecture.
- Built front-end components using **HTML, CSS, JavaScript, and PHP**.
- Improved mobile usability metrics and clarified service navigation.

EDUCATION

State University of New York at Albany — B.S. in Informatics

Concentration: Interactive User Experience

GPA: **3.93** | Class of 2025

- Dr. Seth Spellman Jr. Academic Achievement Award (2024–25)
- Dean's List of Most Distinguished Students

Centro Universitario UNA (Brazil) — B.A. in Film & Communication (2018)

SKILLS

Design & Prototyping

Figma, Sketch, Adobe XD, Illustrator, Photoshop, InDesign, Premiere Pro, Wireframing, Prototyping, Visual Design, Interaction Design, Design Systems, Accessibility (WCAG)

Development & Technical

HTML, CSS, JavaScript, PHP, Python, SQL, NoSQL, MongoDB, Version Control (Git)

User Research

Interviews, Usability Testing, Surveys, Task Analysis, A/B Testing

Languages

English (Fluent), Portuguese (Native), Spanish (Proficient)

LEADERSHIP & ACTIVITIES

Peer Educator — Research Methods in Informatics (Fall 2024)

Tutored peers and collaborated with faculty to reinforce research methodology and communication skills.