

Marianna Mignanelli

Interactive Designer

About Me

I am an Interaction Designer student with a passion for creating sustainable and immersive experiences that can benefit the lives of users. With my background in art, problem-solving skills, and knowledge of programming, design, research and sustainability principles, I am confident that I can create interactive systems that bridge the gap between technology and human experience that are both visually appealing and technically sound. My goal is to build human experiences through innovative solutions for future generations. I am a firm believer in the power of collaboration and strive to create an engaging working environment that encourages creativity and problem solving

ACADEMIC PROJECTS

Diesel Bookstore — UX/UI
Santa Monica College, Santa Monica, CA
FALL 2022

- Revamped website flows and navigation menus, reducing the frequency of misdirected customer service queries to increase traffic to neglected pages by reorganizing the online content architecture
- Conducted evaluative testing with participants; synthesized and designed against findings to reduce bounce rate for primary user flow.
- Created a plan to merge related products and pages into one which resulted in more streamlined products.

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EDUCATION

A.S., General Science

Certificate in UX/UI

Santa Monica College Santa Monica,
CA Anticipated 2023

TOOLS

Photoshop

Illustrator

InDesign

Figma

Miro

AutoCad

SKILLS

Prototyping tools

Wireframing

Interaction Design

UX/UI Design

Photography & Editing

Branding

Business Analysis

Principles and Practice of Scientific
Research

LANGUAGES

English, Spanish, Italian, Portuguese

Repetition Coffe- Branding

Santa Monica College, Santa Monica,CA

- Illustrated design ideas using storyboards, process flows and site maps.
- Developed innovative merchandizing strategy and design to differentiate the brand from competitors by communicating brand unique values to ativate loyalists
- Define the tone and voice of the company's brand by drafting the logo and typography for the company online retail website.
- Presented and defended designs and key deliverables to stakeholders through storytelling

WORK EXPERIENCE

Product Photographer

ICONIC Studio/Productions, Los Angeles, State

January 2018 - PRESENT

- Produce and retouched digital files for multiple clients monthly and collaborated with clothing brands.
- Perform color corrections and touch-up using Photoshop, photo retouching, photo-manipulation, color correction, cloning, and digital camera use.photos for a perfect shopping experience.
- Tag and optimized photos for fast-loading experience.

Director of Accounting assistant

LAVA inc, Los Angeles, CA

January 2021 - PRESENT

- Enter key data of financial transactions and worked with a variety of software.
- Research, monitor, and restore accounting or documentation discrepancies.
- Maintained updated financial records, prepared reports, and reconcile bank statements.

Engineering professor's assistant

Santa Monica College, Santa Monica, CA

September 2022 - December 2022

- Assisted engineering students with technical tasks and project support which I developed under my supervisor approval.
- Set up equipment and monitor tests and experiments.
- Monitored students' data collection, observations, and reports.
- Reported results to my supervisor, which is the professor in charge of making final grades.

NASA Scholars- Artemis 2024 Mission

NASA, Pasadena, CA

October 2021 - 10 days paid activity

- Designed a mission architecture for a moon landing for the Artemis 2024 mission with an interdisciplinary team of aerospace scholars .
- 3D modeled a Rover designed to prospect the lunar southern pole using Autodesk 123D.
- Chosen as part of the team to participate in the NASA Lucy Student Pipeline Accelerator and Competency Enabler (L'SPACE)
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Sustainable Workshop Leader

Center for environmental & Urban Studies, Santa Monica, CA

September 2020 - May 2022

- Seasonally conducted a six weeks greening workshop for SMC students where we explored urbanization impacts, threats and solutions.
- Described workshop concepts to students, prepared material and kept necessary workshop records.
- Developed and Implemented workshop curriculum.

Base 11 - Apprenticeship

Base 11, Irvine, CA

January 2020 - 16 weeks

- Operated CAD softwares for 3D additive printing projects.
- Learned about product & design, marketing, sales, and career preparation from employees at Facebook, Snap, Deep Mind, Vendition, Sonos, Google X, PatientPop, and Roblox.
- Created a hypothetical VR/AR mobile app for mental health service with a marketing plan, sales plan, pitch deck, and presented it to startup founders and venture capitalists using storytelling techniques and strategies learned throughout the course.