

JONATHAN CALZADA

UX Designer / Design Researcher

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Objective

Looking for a design position where I can employ interdisciplinary knowledge to create innovative products, services, interactions, and experiences. I would like to utilize my creativity, curiosity, research experience, and technical background to close the gap between research and design.

Design Experience

- 2020 Summer UX Designer (Internship) @ Varian** Palo Alto, CA
Worked with a specialized team of designers on a classified project. Duties included ideating, creating, prototyping, and presenting weekly designs based on a mix of existing and new technologies. Work culminated in the development of an advanced interaction model that incorporated a rich but seamless navigation paradigm with effective microinteractions and robust features enabling scalability.
- 2019 Summer UX Designer (Internship) @ Varian** Palo Alto, CA
Worked with a cross-functional team to advance projects involving software design, human factors engineering, and concept validations. Contributed to the development of the Varian Design System by designing UI information components and editing visual specifications and guidelines.
- 2016 Summer UX Designer @ YinzCam** Pittsburgh, PA
Led the re-design of YinzCam's Content Management System. Conducted UX research and expert reviews in order to properly design a new navigation paradigm, information architecture, interaction model, and design language.
- 2012-2014 UX Researcher @ SAP Labs** Palo Alto, PA
Conducted user research activities on SAP products across three main platforms: Cloud, Mobile, and On-Premise. Primary duties included conducting formative usability studies, ethnographic research, and end-user interviews.

Education

- 2022 (expected) University of California, Los Angeles**
Ph.D., Information Science/Studies
- 2021 University of California, Los Angeles**
Master of Library & Information Science (MLIS), Informatics: HCI & UX
- 2016 University of California, Los Angeles**
B.A. in (Design) Anthropology, Minor in Digital Humanities
- 2012 University of Michigan, Ann Arbor**
Human Factors Engineering Short Course

Competencies

- Agile UX** ★ ★ ★ ★ ★
- Field Research** ★ ★ ★ ★ ★
- Usability Testing** ★ ★ ★ ★ ★
- Analysis + Synthesis** ★ ★ ★ ★ ★
- Interaction Design** ★ ★ ★ ★ ↯
- Wireframing** ★ ★ ★ ★ ↯
- Storyboarding** ★ ★ ★ ★
- Prototyping** ★ ★ ★ ★
- Font-end Dev** ★ ★ ★