

# Andrew Linaac

UX Designer

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## Contact

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Sunnyvale, CA

## Skills

### Design

Storyboarding  
User Personas  
Sitemapping  
Navigation  
Wireframing  
Prototyping  
Low Fidelity Mock-ups  
High Fidelity Mock-ups  
Brand Design  
Responsive Web Design

### Research

Heuristic Evaluation  
Competitive Analysis  
Interviews  
Card Sorting  
Affinity Diagramming  
Conceptual Testing  
Usability Testing

### Tools

Figma  
Jira  
Miro  
Adobe XD

## Education

### Springboard UI/UX Design Career Track, Student 2022

Dec 2021 - Current

700+ hours of hands-on course material, with 1:1 expert mentor oversight, and completion of 4 in-depth portfolio projects

### University of California, Davis

B.A. in Sociology

## Professional Experience

### Tesla

**Data Analyst & Enterprise Tooling Designer** Feb 2020 - Dec 2022

- Redesigned Autopilot data labeling tools that reduced image processing time by 27%; used by 700+ employees
- Designed LiDAR feature by gathering and evaluating user requirements in collaboration with cross-functional teams to help train neural-network AI
- Improved 2D/3D Vision webapp UI by conducting usability testing and implementing quantitative and qualitative research across 6 machine learning teams

### Apple via Apex

**GIS Researcher** Aug 2019 - Feb 2020

- Improved Apple Maps routing UX responsiveness by implementing changes to how data is collected, how completion is measured for municipal construction projects, and how the information is presented
- Compiled bi-weekly internal software bug reports and present data to key stakeholders to identify process flow areas of improvement

### Facebook via Accenture

**Media Operations Relationship Manager & Lead Generation Specialist** Oct 2018 - Jun 2019

- Conducted research to proactively identify trends and other relevant business insights, turning insights into actionable and quantifiable opportunities
- Onboarded 100 new partners weekly by performing market research against competitor analyses in order to identify appropriate leads

## UX Design Projects

### Wardrobe: An Outfit App for Planned Occasions

Jan 2022 - June 2022

- Designed a mobile app using Figma that helps users plan outfits for their next social event
- Created design system and established information architecture using data collected from user research

### Handover: The Handy Mobile Grocery App

Apr 2021 - June 2021

- Designed mobile grocery delivery app that reduces costs by using budgeting tools to optimize consumer orders.
- Drafted and designed images for establishing brand personality for the mobile app