

ANDRES TOVIO PABON

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SUMMARY

UX Designer and UX Researcher with hands-on experience designing intuitive, accessible interfaces for web and mobile products. Skilled in user research, usability testing, and translating findings into wireframes, prototypes, and high-fidelity mockups in Figma. Experienced building responsive designs that adapt across screen sizes and working within design systems to keep interfaces consistent. Comfortable collaborating with product managers, developers, and other stakeholders, and iterating quickly on designs based on feedback and data to improve user satisfaction and engagement.

SKILLS

- **Design & Storytelling:** High-Fidelity UI, Storyboarding, Wireframing, Prototyping, Information architecture
- **Tools:** Figma, Adobe Illustrator, Adobe Photoshop, HTML, CSS, JavaScript, Miro, Microsoft Word & Excel, Canva
- **Research & Analysis:** Usability testing, Journey mapping, Persona creation, User research, Competitive analysis, User flows
- **Inclusive Design:** Accessibility standards, Human-centered design thinking, Typography, Layout
- **Soft:** Communication, Problem-solving, Cross-functional collaboration, Leadership, Critical thinking, Stakeholder management
- **AI Tools:** Claude (Integrated with Figma MCP), ChatGPT, Gemini

EXPERIENCE

UI/UX Developer, Atlanta, GA

May 2025 – August 2025

Up Cancer

- Led UX improvements for a CRM platform and contributed calendar functionality to support time-based tracking.
- Designed and refined 7+ interfaces while balancing user requirements, business goals, and technical constraints.
- Collaborated with a team of 2 developers to ensure design consistency and to translate UX designs into functional features.

Host and Food Expeditor, Somerville, NJ

June 2026 – Present

Village Brewing Company

- Communicating and seating 50+ guests nightly, managing table assignments and wait-list flow to keep turnover smooth during peak hours.
- Served as the communication link between front-of-house and kitchen for a team of 30+ staff, coordinating 40+ orders per shift to ensure timing and plate accuracy.
- Communicating over the phone and entering dinner reservations into the system, answering questions about hours or menu, and booking private rooms for special events.

PROJECTS

AI Code Academy

September 2025 – December 2025

- Designed 40+ high-fidelity interfaces for an AI-powered K-12 learning platform, including user flows, dashboards, and adaptive learning screens grounded in user research.
- Conducted usability testing to receive feedback via a survey to identify issues in chatbot response quality, feature discoverability, and progress visibility, contributing to improving user satisfaction from 50% to 75%.
- Collaborated with a cross-functional team of 2 developers and 3 sponsors to deliver a production-ready platform, contributing to a finalist presentation that earned 3rd place out of 40+ projects at the NJIT Fall Capstone Showcase.

Study Bunnies

September 2024 – December 2024

- Designed a user-friendly platform to enable access to reserve study rooms in advance, mitigating the need to go in person and saving time.
- Conducted user interviews and research to define needs while collaborating with 4 designers to translate findings into validated solutions.
- Produced wireframes and interactive prototypes tailored to validate user needs and functional requirements.

TrackzPlanty

March 2024

- Designed end-to-end UX for a plant growth tracking mobile app, created personas, conducted rapid ideation, created a site map, and produced low- to high-fidelity wireframes.
- Prioritized core features (watering reminders, plant growth timeline, and journaling) based on user pain points related to time management and plant care consistency.
- Collaborated with a team of 2 designers to validate research-driven design decisions and improve interaction.

EDUCATION

NEW JERSEY INSTITUTE OF TECHNOLOGY, Newark, NJ

May 2026

Bachelor of Science in Human-Computer Interaction

Google Certificates: Foundations of User Experience, Start the UX Design Process: Empathize, Define, and Ideate, Build Wireframes and Low-Fidelity Prototype, Conduct UX Research and Test Early Concepts, Create High-Fidelity Designs and Prototypes in Figma, Build Dynamic User Interfaces (UI) for Websites