

Raymond Gonzalez

rg938@drexel.edu
www.raymondgonzalez.dev
+1 215-287-8039

Education

Drexel University

September 2023- June 2028

Bachelor of Science in User Experience and Interaction Design

Skills

Design: Interaction design, Prototyping, Visual Design, Wireframes, User Research, Journey Maps, Task Flows, Usability Testing, User flows, Scrums

Tools: Figma, HTML, CSS, Adobe Creative Suite, Python, Git, Vim, Kanban

Achievements: Dean's List (Fall 2024-2025)

Project Experience

Reddit UX Research & Storytelling Project

Story telling for UX | September 2025 - October 2025

- Explored how people use Reddit to understand what keeps them engaged and what causes frustration.
- Created a detailed user persona and defined a core "big idea" to guide the research.
- Designed and ran a survey to gather insights from frequent Reddit users and wrote an interview script to dive deeper into their experiences.
- Created a user journey map using the data I collected

Pokémon TCG Pocket UI Redesign

Design II | December 2024 - February 2025

- Conceptualized and designed a new UI/UX for the core "pack opening" reward loop in Pokémon TCG Pocket.
- Mapped and streamlined the complete user journey from main screen initiation to the final reward summary. To increase player excitement and visual feedback.
- Designed a visually engaging user interface with using Figma
- Enhanced user experience with animations and interactive elements, creating an engaging and immersive experience

Bergo Fencing UX Research & Design

Design I | September 2024 - December 2024

- Designed a responsive fencing website prototype ensuring a clean and intuitive user interface
- Optimized content and layout to enhance navigation and accessibility for users
- Developed high fidelity wireframes using Figma, translating concepts into detailed and polished designs.

Work Experience

UI/UX Research Lab Assistant

Drexel University | June 2025 - August 2025

- Built and maintained a shared UI/UX design library to support consistency across projects.
- Updated content for the Drexel Digital Media website with a focus on usability and accessibility.
- Supported faculty and student research in user experience and interface design.
- Assisted in user research and interface evaluations to design improvements.

Electrical Engineering Intern

SRI International | April - October 2023

- Designed PCB layouts with precision, avoiding trace overlap and ensuring signal integrity.
- Created Python scripts to automate testing and improve data accuracy.
- Tested LiDAR chips and analyzed performance data to support product improvements.
- Presented weekly progress in team meetings and reviews with leadership.
- Collaborated with engineers to meet design and project requirements.

Relevant Coursework

User Interface Design I, II

Web Design I, II

Product Design Thinking

Design I, II

Human Factors Engineering

Scripting for Interaction Design I, II

Micro interactions

UX Design I