

THERESE STOPPIELLO

UI/UX Designer

SUMMARY

I'm a UI/UX designer with 7 years of design experience. Seeking to evolve online and traditional retail spaces through digital solutions. Previously at Fabletics and Walmart.

SKILLS

Moodboards, Sketching, Lo-Fidelity Wireframes, Hi-Fidelity Wireframes, Prototyping, Competitive Comparative Analysis, Flow Charts, Card Sorting, Interviews, Contextual Inquiries,

TOOLS

Adobe Creative Suite, Illustrator, Photoshop, Figma, FigJam, Sketch, Adobe XD, Coggle, Asana, Trello, Confluence

AWARDS

AT&T Entertainment Hackathon - Best Second Screen App | 2018

EDUCATION

Nielson Norman Group UX Certification: ID 1029592 | 2019
General Assembly Full-time UX Course | 2017
California State University, Northridge: Bachelor of Arts | 2015

CONTACT

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EXPERIENCE

UX/UI Designer Fabletics Aug. 2021-June 2022

Led the UX/UI redesign effort for iOS-driven and employee-facing in-store application while working with both virtual and in-office team. • Supported the OmniSuite and OmniChannel team designing for both mobile and tablet experiences. • Headspaired research and testing efforts via store visits and remote interviews • Re-skinned, enhanced and prototyped an end-to-end Kiosk Fitting room experience - both customer and associate-facing kiosks. • Partnered with our sister brand for consistency in design style guides, components, and features. • Collaborated closely with UX manager on flow documentations and design explorations.

Product Designer Walmart Jan. 2020-Aug. 2021

Designed android-driven digital tools that allow Quality Control teams to increase and ensure the freshness of our meat and produce while reducing costs for consumers. • Redesigned meat inspection application. • Partnered closely with product owner to redesign information architecture, mobile patterns, and overall interface and experience design for the Inspect application. • Conducted on-site contextual inquiries at Distribution Centers. • Conducted virtual user interviews to identify opportunities and possible solutions to improve the Inspect application.

UI/UX Designer J.B. Hunt June 2018-Dec. 2019

Designed digital experiences to enhance the daily workload of internal drivers. • Helped design concept of design for an app called Snap2Ship. • Designed both the consumer facing and employee-facing portion of the app as well as the presentation deck to debut this application. • Part of the mobile design team that helped asses componenets and determine what went in our mobile style guides.

UI/UX Designer Get Help Aug. 2017

Get Help LA is a healthcare search app intended to help healthcare professionals find treatment facilities for their patients. • Collaborated in 3-week sprint with UX team to diagnose key usability issues within mobile-first application, and present problem solution fit prototype that increased user efficiency and learnability. • Functioned as lead UI designer. • Responsible for keeping re-design consistent with current Get Help app and making sure design was relevant within its similar competitors in the health industry. Used my visual design background to help guide competitive comparative analysis and prioritize key features.