

# Fiona Stolorz

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## SUMMARY

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Results oriented Product Designer and educator with experience in a variety of human-centered design positions. I thrive in ambiguous environments and enjoy the challenge of solving complex problems. I am comfortable communicating to a diverse group of people with varying backgrounds. Looking for a place to continue growing my skill set and make an impact!

## SKILLS

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|----------------|----------------------------|------------------------|
| • UX/UI Design | • Usability Testing        | • Figma                |
| • Prototyping  | • Branding                 | • Adobe Creative Suite |
| • Wireframing  | • Information Architecture | • Rhino 3D             |
| • User Flows   | • Personas                 | • HTML/CSS             |

## WORK EXPERIENCE

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### NORY

**New York City, NY**

*Learning Experience Designer*

*May 2019 - Present*

- Owns the ideation, research and prototyping of hands-on STEM education projects that develop resilience, empathy and inquisitiveness in every student, boosting student enrollment from 1,200 students to over 3,000 students the following year
- Revamps the curriculum development process to incorporate user testing and user feedback, allowing room for iteration that ensures that the Learner is constantly being advocated for
- Spearheads the visual design for every front of the business to help grow the reach of the company, including: Brand Consistency, Website Design, Creative & Art Direction, Marketing, Advertising, Packaging, Print, Retail Displays, and Photo/Video

### Maker Studio SF

**San Francisco, CA**

*Creative Content Developer*

*Aug 2018 - April 2019*

- Strengthened STEM curriculum for students 8-14 by designing and instructing electronics focused projects that motivate students to explore the subjects that pique their curiosity
- Implemented research and identified problems in the STEM education space through stakeholder and user interviews, incorporating learnings into the curriculum
- Co-authored and delivered grant proposals for the Global Social Venture Competition (GSVC), a competition that empowers social entrepreneurs and helps transform their ideas into ventures

## PROJECTS

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### Women's Federation for World Peace International

**New York City, NY**

*UX Designer (Contractor)*

*Nov 2020 - Dec 2020*

- Orchestrated user research and usability testing for a platform that helps users donate/resell clothing for charities of their choosing
- Developed high-fidelity wireframes and clickable prototypes that focus on creating intuitive and accessible experiences

## EDUCATION

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### Columbia University

**New York City, NY**

*UX/UI Design/Certificate*

*2020 - 2021*

### Rhode Island School of Design

**Providence, RI**

*Industrial Design/BFA*

*2014 - 2018*