

ADEN JOSEPH

UI/UX & Interaction Designer

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EDUCATION

ArtCenter College of Design

Expected: April 2026

Bachelor of Science in Interaction Design

- Relevant Coursework: UI/UX Design, UX Research, Prototyping, Front-End Design

EXPERIENCE

QAD, INC

Mar 2021 – Jun 2021

Web Design Intern

Remote

- Designed and developed a digital career path website to visualize internal employee growth and opportunities
- Conducted research and documentation on each career role to inform design structure
- Presented high-fidelity layouts and final site to management, incorporating feedback into the final iteration
- Provided weekly progress updates to design and HR stakeholders

Express & Hollister, Co

Nov 2022 – Jan 2026

Sales Associate

Arcadia, CA

- Delivered high-quality customer service in fast-paced retail environments
- Managed transactions, organized sales floor displays, and supported daily team operations
- Strengthened communication and multitasking skills while balancing multiple priorities

PROJECTS

Levelyst.AI

Technologies: Figma, Code

- Designed a real-time AI creation platform for lo-fi prototype of game development

Vymble

Technologies: Figma

- Social mission-based app encouraging real-world engagement through group vibes

ReWritten

Technologies: Figma

- Cinematic meta-horror prototype exploring sanity-based UI distortion and choice-driven interaction

TECHNICAL SKILLS

Design: Figma, ProtoPie, Photoshop, Illustrator, InDesign, After Effects, Cinema4d, Blender, Unity, Unreal

Programming Languages: HTML, CSS, Java, Python

Prototyping: Wireframing, Interaction Design, User Flows, Usability Testing

Soft Skills: Collaboration, Attention To Detail, Adaptability