

# Lana Ramadan

## Product Designer

Designer and developer with a dual CS and HCI background, passionate about human-centered design that solves real problems. I bring a developer's perspective to design decisions and a designer's eye to implementation.

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## Experience

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### Esri | Application Developer Intern

JUN 2025 – SEP 2025

Redlands, CA

Conducted **user interviews** with stakeholders to surface **pain points** in legacy timecard and travel management systems used by 6,000+ employees, shaping the redesign scope and priority

Redesigned interfaces in **Figma** using the Calcite Design System, modernizing the product to align with company branding standards and improving **accessibility and usability**

Collaborated closely with engineers to implement designs in Angular, ensuring usability fidelity and smooth **developer handoff**

### UCI Center for Neural Circuit Mapping | Product Developer

OCT 2024 – JUNE 2025

Irvine, CA

Conducted user interviews with Alzheimer's researchers to identify **pain points** in data management workflows, revealing overly complex upload and download processes for 5+ petabytes of experiment data

Redesigned upload and download interfaces to simplify large-scale data handling, cutting upload time by 58% and enabling researchers to access critical experiment data more efficiently

## Leadership

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### Design @ UCI | UX/UI Design Lead

OCT 2025 – DEC 2025

Led a 6-member design team building Roam, a scavenger-hunt style app for users seeking guided local experiences

Ran **end-to-end user research** including 33 survey respondents and 5 interviews, uncovering strong demand for activity discovery features

Performed **competitive analysis** across 8 platforms to identify gaps in personalization that informed the **product differentiation strategy**

Designed **low- to high-fidelity prototypes** in Figma, iterating through 5+ versions of key screens based on usability testing feedback

### Product Association @ UCI | Product Design Fellow

JAN 2023 – MAY 2023

Designed a mobile app for local explorers in Figma, applying UX/UI and **Gestalt principles** to maximize usability

Iterated designs based on mock pitch feedback from industry experts and collaborated with engineers for seamless feature integration

Earned 1st place in the fellowship program

## Education

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### University of California, Irvine

2022 – 2026

B.S. Computer Science, B.S. Informatics

GPA: 3.97

## Skills

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### Design Skills

User Research · Usability Testing · Iterative Design · Journey Mapping · Persona Development · Competitive Analysis · Storyboarding · Information Architecture · Design Systems

### Tools

Figma · Adobe Creative Suite · HTML · CSS · JavaScript · TypeScript · Angular · React

## Projects

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### Heirloom | UX/UI Designer

JAN 2026

Designed a mobile app for preserving family recipes through voice narration, connecting generations in the kitchen

Applied WCAG AA standards with high-contrast, legible typefaces, and touch-friendly targets to ensure accessibility

### Hopemapper | UX/UI Designer

JUL 2025

Designed a dashboard to help social workers match foster children with homes, incorporating map-based visualization and filtering interfaces

Iterated rapidly during the hackathon to deliver a functional prototype, winning 1st Place and People's Choice Award

Presented design decisions and real-world impact to 500+ employees and executives