

CELESTE NUNEZ

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UX/UI Designer

Multidisciplinary UX/UI and Visual Designer with 5+ years of experience delivering user-centered digital experiences across non-profit, academic, and entertainment sectors. Expert in end-to-end design workflows: from wireframing and prototyping in Figma to final production in Adobe Creative Suite. Conducted end-to-end UX research and prototyped three user flows for an IKEA redesign concept, covering discovery, testing, and iteration through Figma. Designed a mobile travel app (Travel Pals) from research through high-fidelity prototype, applying behavioral science findings to reduce friction in trip-planning decisions.

Experience

DePaul University **Mar 2025 – Present**
UX/UI Designer & Web Content Creator — Marketing Team *Chicago, IL*

- Led end-to-end UX redesign of university web experiences in Figma, HTML and WordPress, applying user research and iterative testing to improve task completion efficiency by 20%.
- Designed 15+ responsive page layouts for the Civics Initiative, establishing a cohesive design system that improved visual consistency and user engagement.
- Produced 100+ branded digital and print assets including social graphics, event materials, and campaign visuals aligned with organizational identity systems.

Carol Fox & Associates **Feb 2026 – May 2026**
UX/UI & Graphic Design Intern — Social Media Team *Chicago, IL*

- Created 30+ cross-platform digital assets applying consistent visual language and UX principles across social and marketing channels.
- Developed large-format city panel advertisements for a Chicago Off-Broadway campaign, increasing public visibility by 15%.
- Redesigned full brand identity for the City of Joliet, developing 50+ exploratory sketches, refining to 5 polished concepts, and delivering a final recommended logo.

Leukemia Research Foundation **Mar 2023 – Aug 2024**
Digital Designer & Content Creator *Northfield, IL*

- Authored 43+ digital content for social media and fundraising campaigns, strengthening nonprofit brand presence.
- Conceived motion graphics and animated social content that boosted audience engagement by 25%.
- Modernized social media presence through a cohesive rebrand, growing audience by 30%; and introduced a merchandise line (medals, t-shirts, pins, water bottles) sold via a custom e-commerce platform.

Maria Auxiliadora Institute **Mar 2021 – Aug 2022**
Digital Design & Media Instructor *Neuquen, Argentina*

- Taught UX fundamentals, graphic design, and digital storytelling to 200+ students through project-based instruction.

PDRI Studio **Mar 2021 – June 2021**
Industrial Design Intern *Neuquen, Argentina*

- Engineered concept sketches and 3D prototypes for 4 furniture projects; created 10+ client-facing mockups in CorelDraw, Illustrator, and Photoshop.

UX Projects

Marathon Event — UX & Visual Design | *Figma, Illustrator, InDesign, Photoshop* **June 2023**

- Crafted 50+ digital and large-format graphic assets for a high-visibility public event, ensuring visual hierarchy and wayfinding clarity.

Wildlife Educational Toy — Product Design & Branding | *SolidWorks, CorelDraw, Photoshop* **Aug 2020**

- Built and prototyped an educational toy line using user testing with 150+ children, reducing development time by 40 hours through iterative design.

Education

DePaul University **Chicago, IL**
Master of Science in Human-Computer Interaction | *Expected Spring 2026* *GPA 4.0*

National University of Rio Negro **Rio Negro, Argentina**
Bachelor of Science in Industrial Design *GPA 3.8*

Technical Skills

UX/UI Tools: Figma, Axure, Adobe XD

Design & Motion: Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Procreate, Canva

3D & Prototyping: Blender, Maya, AutoCAD, SolidWorks, Rhinoceros

Web: HTML, CSS, JavaScript, WordPress, SharePoint

Languages: English (Native) / Spanish (Native) / Portuguese (Working Proficiency)