SEBI PERRY

UX Designer focused on visual excellence, systems thinking, and data-driven strategy. I craft intuitive, high-impact products in fast-paced, collaborative environments.

929-276-4864

 ✓ osperry@ucsc.edu

Santa Cruz, CA

Portfolio

EDUCATION

2021 - 2025

UNIVERISTY OF CALIFORNIA, SANTA CRUZ

B.S Cognitive Science - GPA: 3.67

LANGUAGES

Spanish

Fluent in Speaking, Reading, and Writing

UX SKILLS

Product Thinking
Visual Design
Interaction Design
Design Systems
Stakeholder Management

WORK EXPERIENCE

UX Design Intern

Digital NEST

Aug. 2024 - Present Watsonville, CA

- Design websites and graphics for local businesses and Non-Profits, improving usability and engagement
- Present designs and provide feedback during critique sessions
- Create internal marketing assets and collateral to promote services and further company reach
- · Implement changes based on client, staff, and colleague feedback

Main Client: Adobe

Jan. 2025 - Present

- Design product tutorial experiences for Adobe, enhancing Non-Profit engagement with their tools and collaborate with Adobe teams to align content strategy with user needs and behavior
- Developed storyboards of tutorial experiences through user interviews and cognitive walkthroughs leading to extension of contract to further support UX initiatives for Non-Profits through product development

UX Designer

Pecan FO

June 2023 - Present San Diego, CA

- Led design and deployment of a professional website for a family office, combining visual design excellence with strategic client needs.
- Managed Figma-based workflows to develop wireframes and high-fidelity designs, collaborating directly with stakeholders for iteration.
- Oversaw deployment and analytics tracking using Vercel, ensuring continuous optimization post-launch.

TOOLS

Figma, Adobe Suite, Asana, SPSS R Commander, Blender

PROGRAMMING

Python, JavaScript, HTML, CSS, React, C

EXTRAS

UCSC Dean's List - 7
Quarters
UCSC Triathlon Club
UCSC Chess Club

PROJECTS

Career Specialist and Educator Networking Website - 10 weeks

- Conducted user research through interviews with college advisors and high school students, identifying key pain points in career navigation and translating insights into actionable design solutions
- Designed low-fidelity prototypes for the Browsing and Student Preferences sections using Figma, incorporating feedback to improve accessibility and streamline user interactions
- Collaborated with a cross-functional team over 10 weeks to develop a career networking website, applying UX principles to facilitate communication between students, educators, and professionals

Servingness Research Project - 10 weeks

- Designed and conducted a correlational study with 126 undergraduate participants, leveraging Qualtrics to investigate the relationship between financial aid usage, academic performance, and GPA satisfaction
- Analyzed survey data using bivariate correlation techniques to identify patterns in student outcomes, interpreting statistical findings to challenge assumptions about financial aid and academic success
- Identified potential biases in self-reported data and proposed mixed-methods approaches for future research, emphasizing the importance of data reliability and triangulation in research design