

Gabrielle Fernandez

Product designer & Programmer

Experience

UX Designer

OctaVision Consulting Washington, DC

Aug '24 - Dec '24

- Led user research to uncover the root causes of student disengagement and create a plan to address them which resulted in a 16% increase in event attendance.
- Proposed strategic initiatives, including community events and school wide programs to encourage a stronger community.
- Designed a comprehensive brand guide, standardizing visual assets to help staff create cohesive communication materials.

UX/UI Design Intern

Playbook Sports Hoboken, NJ

May '24 - Aug '24

- Responsible for creating a comprehensive style guide which front-end developers referenced to maintain a consistent website design.
- Conducted usability evaluations by analyzing recurring pain points, and prioritized areas for redesign.
- Developed and presented multiple UI solutions to the product solutions team for implementation.
- Worked cross-functionally with developers and stakeholders to refine UI updates, guaranteeing alignment on design goals.

Graphic Designer

Coils to Locs Washington, DC

Jan '24 - Apr '24

- Reimagined a new edition of the wholesale product catalog, modernizing its layout and improving clarity for bulk buyers.
- Curated a set of colors, fonts, and layouts to update the catalog's visual identity.

Logo Designer

Purposeful Literacy Washington, DC

Jan '24 - Apr '24

- Designed a new company logo, iterating through multiple versions based on needs and feedback.

Education

The George Washington University

Washington, DC

May 2025

BFA of Interaction Design

Minor in Computer Science

Cumulative GPA: 3.5

Fernandezdesign.me

g.fernandez.design0@gmail.com

609.676.4420

Certifications

Generative AI for UI/UX Design

IBM, SkillUp

Nov '25

- Specialization course to use generative AI tools in UI/UX workflows to accelerate ideation, prototyping, and usability testing.
- Studied and practiced prompt engineering with various AI design tools

Foundations of UX Design

Google

Oct '25

- Reviewed foundational concepts of UX design such as sprints, accessibility, and equity-focused design.

Involvement

Organization Member

GW Design Student Association Washington, DC

Feb '24 - Present

- Fostered an inclusive design community by organizing and volunteering at events that promote creativity, innovation, and collaboration.

Technician

Digital Photo studio Washington, DC

Jan '25 - Present

- Provided technical assistance, troubleshooted, and guided users through printing solutions.

Graphics Team Member

Black Ace Magazine Washington, DC

Jan '23 - Dec '23

- Designed magazine layouts to showcase events and stories highlighting Black culture at GWU.

Skills

Figma/Figjam

Java

Adobe Creative Suite

JavaScript

Miro

HTML

Jira

CSS

Voiceflow

Blender

Unity/C#