

Richard Camarillo

Interaction Designer

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Work Experience

Operations Manager, Inventory Specialist • Dancing Goats Coffee Bar

December 2024 - Present

Oversee customer interactions, crewmember training, and daily in-house operations. I also assist with managing stock levels, shipments, and record-keeping. Involved in social outreach and event operations through collaboration with the marketing department.

Junior UX Designer • MountainSeed

May 2024 - October 2024

Worked in a cross-functional team on the current application for commercial real-estate market analysis; responsible for the design of an original tool that attracts a new user type to increase customer range. Utilized UX practices for subject matter research, journey mapping, wireframing, prototyping, UI design, and team collaboration to iteratively finalize product design

Supervisor, Team Lead • Jeni's Splendid Ice Creams

January 2023 - May 2024

Responsible for cash management, inventory tracking and documentation, crew member guidance and management, and exemplifying shop standards. Perform operational duties including store opening/closing, ensuring store security, overseeing safety, and assisting with escalated customer issues.

Program Assistant • OwlSwap, KSU Sustainability Initiative

August – December 2022

Assisted in social media management and content creation for the organization's Instagram account and utilized Canva for digital artifacts. Helped in event planning, marketing, hosting, and set-up for on-campus events. Responsible for communication and transaction management of on-campus clothing resources and spreading awareness of sustainable practices and resources to the university community.

Academic Projects

Team Lead, Designer, and Developer • VR Technology Website

October – November 2023

Led a team of four IAD and TCOM students to create and host an interactive, responsive website using HTML, CSS, and JavaScript that educates visitors on VR Technology.

UX Designer and Researcher • Kiwi

October – November 2023

Worked in a team of four IAD students to create a visionOS application prototype for navigation assistance and convenience through air-travel experiences following a Lean UX framework and aligning design and functionality with visionOS guidelines.

Lead UX Designer and Researcher • Ladle

Jan – Apr 2023

Led a team of four IAD students to create an iOS application prototype for culinary exploration and motivation using the Goal-Directed Design (GDD) methodology. Coordinated design process, employed ethnographic research, organized and moderated usability testing, and formulated a research report.

Education

Bachelor of Science in Interaction Design • Kennesaw State University

August 2019 – May 2024

Minor in Technical Communication, GPA: 3.73

Skills

UX Research, UX Design, UI Design, Visual Design, Prototyping, Usability Testing, Brand Development, Front-End Development, Cross-functional Communication, Data Analysis, Data Visualization, Data Pipelining, Design Systems

Methods

Goal-Directed Design (GDD), Lean UX, Agile Development

Software

Figma, Figjam, Visual Studio Code, Adobe Suite, Microsoft Office, Tableau
