



## MELANIE OGUNWALE

### UX/UI Designer

[Portfolio](#) | [Email](#) | [LinkedIn](#)

## RELEVANT EXPERIENCE

### Visual Art Teacher | SF Unified School District

August 2017-Present, San Francisco, CA

Specialized in integrated [visual arts curriculum](#) design to low income/immigrant students:

- Conducting research, analysis, and iteration of lessons to deliver students thoughtful lessons they loved.
- Boosted student achievement by applying core curriculum to a visual arts focus. [56% of my students believe in their own growth.](#)
- Created a parent art group bringing immigrant families a positive social space.

### Cultural Arts Recreation Leader and Assistant Manager | SF Recreation and Parks Department

February 2013-May 2017, San Francisco, CA

Leadership of public recreational courses and day camps for hundreds of youth and families:

- Collaborated on a tight knit team to bring administration organization to staff and families with impeccable attention to detail.
- Created and led the city's first rollerskate course.
- Enriched visual branding, production programming and founded camp social media creating a visual presence.

### Residential Counselor | Youth Service Bureau

March 2009-May 2011, State College, PA

Counseled high school youth in group home settings:

- Conducted client intake, planning and executing detailed care plans.
- Coordinated community service and therapeutic outlets, family visitation, peer counseling, academic support.
- Coordinated alumni activities to create a fun positive space for youth experiencing complex challenges.

## SKILLS

UX Design, UI Design

Figma, Sketch

Adobe Creative Suite

UX Research

InVision

Prototyping /

Wireframing

User Testing

Sketching

Elements/Principles of Design

HTML/CSS/Javascript

Collaboration

## EDUCATION

### Penn State University, University Park, PA

August 2005-May 2010

B.S. in Art Education

### DesignLab Bootcamp

Online

Mar-Dec 2020

UX Academy Certificate

### Springboard Bootcamp

Online

Jan-Feb 2021

Intro to Front End

Development