

# Angeline Dziegrenuk

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## Experience

### UI/UX Onboarding Designer Lead

Flip & Floss | November - December 2025

- Leadership in reducing onboarding complexity by streamlining steps and clarifying first-time user guidance for childhood financial education
- Aligned onboarding patterns with WCAG standards, COPPA guidelines, and inclusive UX best practices

### UX Sandbox Game Design Tester (Stealth)

HoYoverse | November 2025 - Present

- Providing structured UX feedback on game creation tools (Unity) for the hit mobile game -- Genshin Impact, gameplay mechanics, and overall user experience to improve sandbox mode before public release
- Applying prototyping and iterative design approaches to refine game concepts and test player interactions

### Website Design Manager

Mishawum Choral Society | September 2023 - Present

- Boosted annual concert ticket sales by 10% by designing and implementing an intuitive online ticketing system
- Created a user-friendly, community-driven website that streamlines communication and registration for members and newcomers
- Partnered with leadership to improve user experience, prioritizing accessible and inclusive design across MCS's diverse age demographics

### President of Literary Magazine

Atlantic Cape Community College | September 2020 - April 2021

- Directed the creative production of ACCC's award-winning literary magazine from concept to print using InDesign
- Designed layouts and visual compositions in Adobe InDesign
- Liaised with the publishing company to maintain quality and production standards

### Program Designer

Atlantic County Institute of Technology | September 2018 - May 2019

- Led the design and layout of program booklets for ACIT's Annual Fashion Show, coordinating input from students and Administrative staff

## Projects

### UI/UX Media Platform Designer | Jamr

Freemium to Premium Case Study | 2025

- Designed and prototyped new flows for a social music app that supports real-time group listening and engagement
- Analyzed existing frames to build a revenue strategy through a tiered freemium-to-premium system focused on boosting user conversion.
- Applied usability testing insights to refine IA, interaction patterns, and upgrade flows.

### UI/UX E-Commerce Designer | House2Home

AI & AR E-commerce App Design Sprint | 2024 - 2025

- Executed a 5-day GV Design Sprint to design an AI/AR-powered interior décor app for room scanning, product visualization, and in-app purchasing
- Developed AR visualization flows and recommendation system UX to improve user confidence in purchase decisions

### UI/UX Designer | CareerAble

Job Accessibility Case Study | 2023 - 2024

- Created a career development platform empowering people with disabilities through community networking, curated resources, and job discovery tools
- Designed an advanced accessibility system to increase usability, reduce cognitive load, and improve user confidence throughout the job search process
- Delivered end-to-end design artifacts—from research and storyboards to prototypes and web-compliant accessibility specifications

## Education

### UI/UX Design Certification

Springboard | September 2023 - January 2026

- Courses in business strategy, management, leadership, 700+ hr intensive course in UI/UX methodologies and technologies
- 1:1 expert mentor oversight, and completion of 4 in-depth portfolio projects

### BA Business Administration

Rutgers University | September 2023 - May 2025

- Courses in business strategy, management, leadership, analysis, optimization, research, online & SEO marketing
- Member of FORM, the Rutgers Fashion Organization of Retail and Merchandising

### Fashion Design & Merchandising

Atlantic County Institute of Technology |

September 2015 - June 2019

- Received NOCTI workforce competency certification in Fashion Design & Merchandising
- Constructed and modeled clothing for annual fashion shows
- Learned clothing manufacturing and construction, hand & machine sewing, crochet, fashion design sketching, use of fabrics, and trend forecasting

## Skills

### UI

- Low Fidelity & High Fidelity Mockups, Digital Prototyping, Web Design, Branding, Style Sheets & Guidelines, Typography, Iconography, Book Design, Poster Design

### UX

- Wireframing, Wireflows, Lean & Agile UX, Sprint, User Interviews, User Testing, A/B Testing, Information Architecture, Journey Mapping, Secondary Research, Quantitative & Qualitative Analysis, Design Strategy, Personas

### Software

- Figma, Figjam, Miro, Adobe XD, InDesign, Photoshop, Illustrator, HTML, CSS, JavaScript, Sheets, Slides

### Other Skills

- SaaS, B2C, leadership, cross-functional collaborative communication, human centric approach, painting, writing, sewing, photography

## Awards & Recognitions

TEDx Talk - Rutgers Camden (20k+ Views) | 2021

Junior Ms. Wheelchair NJ | 2020 - 2021

Dean's List / President's List | 2019 - 2023

National Honor & Technical Honor Society | 2016 - 2019

ACIT Poetry Slam Winner | 2018