

# Rachel Paner

UI/UX Designer  
San Diego, CA

## Experience

### Design Studio Intern

KeyBank

February 2023 - current | La Jolla, CA

- Conducted and analyzed 19 stakeholder interviews and competitive research on 9 industry design systems to address pain points across product, design, development, and marketing and propose strategy to scale the Key Design System to service 20+ different external and internal-facing products enterprise-wide
- Analyzed and synthesized 40+ stakeholder interviews with HR, management, and department employees to deliver user-centric guidelines for future HR technology purchases impacting 18,000+ KeyBank employees
- Collaborated with Agile team of developers and designers on the visual and interaction design of Card Management landing page in order to improve user experience of 3,000,000+ customers

### App Designer

UCSD Mobile Systems Design Lab

February 2023 - current | La Jolla, CA

- Designed interface and optimized user experience for both patient-facing and physical therapist-facing sides of machine-learning based physical therapy app
- Collaborated closely with product manager, developers and stakeholders to ensure design aligned with technical feasibility and business objectives

### UX Design Intern

Trees.app

Jan 2023 - April 2023 | Remote

- Participated in design sprint to ideate, wireframe, and prototype recommendation mechanics for machine learning-based student productivity app
- Conducted quantitative & qualitative research through competitive analysis, surveys, and user interviews

### Lead Marketing & Graphic Design Assistant

UCSD Campus Performance and Events Office

January 2022 - current | La Jolla, CA

- Produced graphic/video digital and print collateral to promote large-scale events and artists across three organizations
- Directed and mentored teams while delegating design and research tasks and formulating marketing strategies to reach over 40,000 UCSD students, alumni, and the greater San Diego area

## Contact

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## Education

### UC San Diego

September 2020 - June 2024

B.S. Cognitive Science  
(Design & Interaction)

Minor in Computer Science

GPA: 3.9/4.0 (*Provost's Honors*)

## Skills

Prototyping  
Wireframing  
Interaction Design  
Visual Design  
Storyboarding  
User Research  
User Flows  
Usability Testing  
Design Systems  
Data Analysis  
Heuristic Evaluation

## Tools

Figma  
Photoshop  
Illustrator  
InDesign  
After Effects  
Procreate  
Microsoft Office  
Bootstrap  
Webflow  
Miro

## Languages

HTML/CSS  
JavaScript  
Java  
Python