

Alex Negrini

UI Designer and Front-End Developer

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OBJECTIVE

Seeking a full time position to utilize my significant breadth of experience as a UI/UX designer, front-end developer, and human-centered computing specialist in an entry or junior role. I am open to in-person, hybrid, and remote work.

EDUCATION

Rochester Institute of Technology

August 2020 - May 2025

BS: Human-Centered Computing, Summa Cum Laude, GPA 3.80

Minor: Music and Technology

Immersion: Psychology

Concentrations: Front-End Development, Instructional Technology

PROFESSIONAL EXPERIENCE

Research Assistant

June 2024 - August 2024

Perception and Acquisition of Words Laboratory at Rochester Institute of Technology, Rochester, NY

- Independently designed and implemented a JavaScript-based preferential looking study to assess the perception and cognition of verbs in young children. Created detailed consent forms, counterbalanced visual and auditory stimuli, and managed appropriate data collection systems.
- Encoded behavioral data within a video format for an explorative study of physical versus digital literacy.

Software Engineering Intern

May 2023 - July 2023

Safran, Rochester, NY

- Initiated the creation of a multi-level UI/UX feasibility study for a complete system redesign in Figma in response to Safran's prior acquisition of Orolia. Updated and redesigned the entire interface to a modern design solution while adhering to specific brand guidelines.
- Developed features with PNT (position, navigation, and timing) technology which increased user visibility of real-time information through customized graph interfaces. Utilized the CakePHP framework and Javascript on the front end as well as SQLite for database creation and management.

PROJECTS

KeepUp Mobile Application (Independent Project)

Fall 2024 - Present

- Independently conceptualized, designed, and tested a high-fidelity prototype for a mobile application in Figma using UXtweaks, showcasing product and UI design along with UX researching and testing skills.
- Created 70+ pages of research artifacts and documentation for the purposes of concept ideation, design iteration, and prototype validation. These include but are not limited to: competitive analysis, market viability assessments, low-fidelity prototypes, wireframes, design systems, task flows, mood boards, MoSCoW charts, sketch scenarios, personas, and mind maps.
- Assessed usability through test plans, which demonstrated a 40% higher CSAT (customer satisfaction score) and a 40 point higher NPS (net promoter score) than the primary competitor.

LinkedIn Games Solver (Independent Project)

Summer 2025

- Created a public, user-centric Chrome browser extension to solve and input scores of all LinkedIn games.
- Implemented multiple solvers for each game using OpenAI API, elaborate algorithms, and heuristics. Games can solve, save, and input puzzle scores separately through different modes of operation.
- Designed user interface with multiple pages: home, settings, solver, about, steps, links, and invalid game.

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PROJECTS (CONTINUED)

Origami Designing Instructional Program (Academic Project)

Spring 2025

- Developed a complete origami designing instructional program with outline analysis, three graphical, interactable modules created in Figma, and a text-based module.
- Designed modules to cover concepts, procedures, and principles while exploring the usage of text, image, audio, video, and pedagogical agents. Modules have example, practice, and assessment sections.

Automated Resume Applier (Independent Project)

Fall 2024

- Developed a custom automated system to apply for jobs on Workday, a job application platform.
- Utilized AutoHotKey to create custom macros, controls, parameters, and interfaces.

Quote Book Generator (Independent Project)

Spring 2024

- Utilized the JavaScript-based browser extension Automa to create an automation which pairs images to quotes stored in Google Sheets.
- Created numerous quality-of-life features with multiple parameters to assist differing use cases.

Web-Based Bots (Independent Projects)

Fall 2023 – Spring 2024

- Created 8+ separate web-based bots for automations, utilizing Playwright, AutoHotKey, and Automa.

KEY SKILLS

Programming

- Front-end, client-side applications and websites
- Native and cross-platform mobile applications
- Database creation and management
- Agile and scrum workflows

Design

- User interfaces and user experiences
- Human-centered design and interactions
- Low and high fidelity interfaces and prototypes
- User task flows and wireframes
- Visual design and graphics
- Device and product mockups

Research

- User research
- User interviews
- Competitive analysis
- Usability testing
- Research methods
- Quantitative analysis
- Literature reviews
- Market viability assessments
- Interface feasibility testing
- Journey mapping

TECHNOLOGIES

Primary

- Figma
- HTML and CSS
- JavaScript and PHP
- React and React Native
- Framer
- Adobe Photoshop/Illustrator
- UXtweak
- Git and GitHub
- Jira

Secondary

- Kotlin and Android Studios
- Swift and Xcode
- Dart and Flutter
- jQuery and Node.js
- CakePHP
- SQLite
- C, C#, and C++
- Playwright
- AutoHotkey

COLLEGE EXTRACURRICULARS

- AI Club
- Business Technology Professionals
- Rock Climbing Club
- Fencing Club
- Table Tennis Club
- Fowl Play (improv comedy troupe)
- Drumline
- Percussion Ensemble
- Tiger Steel (steel band)
- Small Mallet Ensemble (percussion)
- Game Symphony Orchestra
- Rochester Wargamer Association Guild