

ZAYNA KIRLEW

UI/UX Designer

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Ft. Lauderdale, FL

[Portfolio](#)

SKILLS & SOFTWARE

- **Product Management:** Requirements Gathering, User Stories, UAT Testing, Agile Methodologies
- **UI/UX Design:** Wireframing, Prototyping, User Research, High-Fidelity Mockups
- **Tools & Software:** Figma, Adobe XD, Miro, Jira, Unity, Adobe Illustrator, Photoshop

PROJECT EXPERIENCE

Lead UI/UX Designer — Bee Well

January 2022 – April 2022 | Gainesville, FL

- Designed wireframes, prototypes, high-fidelity mockups, and a detailed UI for a health management app within a 3-month timeline.
- Conducted user research via interviews and surveys, developing user personas and task flows to isolate critical success criteria and sustain usability standards.
- Analyzed market research to ensure a unique brand identity and support a clear business strategy.
- Collaborated with UX researchers, UI designers, and visual designers to deliver a product aligned with stakeholder goals and user feedback.

PROFESSIONAL EXPERIENCE

3D Robotic Surgery Imaging Technician — Stryker

October 2024 – Present | Weston, FL

- Constructed 3D anatomical bone models, using CT scan data, and transformed data with surgical plans to architect anatomically accurate visualizations to assist with robotically assisted surgery.
- Captured complex technical requirements of proprietary robotics systems and performed intensive quality testing to ensure seamless delivery of integrated features.

Freelance 3D Artist - Remote

October 2022 - Present

- Created engaging 3D designs tailored to client's business needs, balancing product vision and technical constraints.
- Conducted user research and competitive analysis to inform and refine design strategies.
- Monitored website performance and synthesized client feedback into actionable insights to improve user experience.

Environment Artist — CyberDream VR

January 2022 – April 2022 | Remote

- Designed intuitive, user-focused 3D environments to create seamless and engaging VR experiences.
- Collaborated with product managers, engineers, and design teams, ensuring cohesion between 2D/3D assets and the overall product vision.
- Optimized 3D assets and maintained comprehensive game design documentation, including style and color guidelines.
- Conducted QA testing to identify and resolve technical and design issues at various stages of the product lifecycle.
- Presented innovative design concepts informed by market research to internal stakeholders, addressing user needs and business goals.

EDUCATION

University of Florida — Gainesville, FL

Bachelor of Arts in Digital Arts & Sciences | 2018 – 2022