

Olivia Lammertin

olivia.lammertin@gmail.com | Portfolio: olivialammertin-design.com

EDUCATION

University of California, Irvine

Graduation June 2026

Informatics Major, Specialization in Human-Computer Interaction

Digital Arts Minor

GPA 3.81

SKILLS

Tools: Figma, Adobe Illustrator, Adobe Photoshop, Google Suite, Microsoft Office, Ionic, NodeJS, React, Git

Programming Languages: HTML, CSS, JavaScript, TypeScript, Python, Java

PROJECT EXPERIENCE

Senior Capstone, Motion Sensor Plugin

January 2026 - June 2026

Frontend Lead

- Worked in a team of 6 to build a plugin of a motion sensor data visualization software used for audio technology platforms, using GitHub to manage team member code contributions.
- Led the frontend team of 3 in wireframing and prototyping the user interface in Figma before building the interface with Javascript XML and CSS in React.
- Improved visual feedback through emphasis on movement and associated data, organization of information hierarchy, and display of device status in order to make the software more approachable to users with varying levels of experience.

Design at UCI, Project Teams

October 2025 - December 2025

Project Lead

- Led a 6-member team to design a mobile application for an 8-week UI/UX design competition against 8 other teams.
- Exercised project management skills by organizing meetings and keeping track of weekly deliverables.
- Applied UI/UX principles and using design tools like FigJam and Figma to ideate, conduct UX research, create wireframes, and complete an interactive prototype.

Children's Education App

June 2025

Course Project

- Designed low-fidelity and high-fidelity wireframes over 2 weeks using Figma and UI/UX design principles for a tablet interface that uses children's individual interests to teach science and improve literacy.
- Conducted research on existing educational digital media for young children, focusing on co-learning and the influence of parents on the learning experience.
- Created all digital assets including logos, graphics, and visual aids with digital illustration.
- Presented an interactive demo to a panel of 4 peer designers and created a proposal for user testing for future iterations.

Design at UCI, Project Teams

January 2024 - March 2024

UI/UX and Graphic Designer

1st Place | People's Choice Award

- Competed in an 8-week UI/UX design competition with a 6-person team to design an interface with Figma and create user flows for a mobile application.
- Conducted user research through observation of prototype testing, and integrated mentor feedback to create improved iterations of the interface design.
- Presented a case study of our design and answered questions about our design process, inspiration, and features.
- Digitally drew graphics, logo, and mascot to create a sense of gamification for the application interface.

ACTIVITIES

Made with Love at UCI

January 2024 - March 2024

Board Intern

- Coordinated with the team of 8 interns to create a fundraiser within a 7-week time frame that met budget requirements.
- Created graphics for social media accounts and newsletter to inform members about service projects, socials, and crafting workshops.
- Shadowed Social Media Coordinator and Secretary board positions and learned organization, branding, and communication responsibilities.