

ISABELLA UKARIWO

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EDUCATION

University of North Carolina Chapel Hill, Dual Degree

Master of Science in Information Science, Human Computer Interaction

Bachelor of Science in Information Science, Human Computer Interaction GPA: 3.37/4

Dean's List, 4 Semesters

Minor, Honors Creative Writing Fiction Track

Chapel Hill, NC

Expected May 2026

May 2024

Forsyth Technical Community College

Associate of Arts, GPA: 3.9/4

Ambassador Scholarship, Phi Theta Kappa Honor Society, General Editor Technically Speaking Newspaper, Presidents list

Winston Salem, NC

December 2020

SKILLS AND INTERESTS

Technical: Figma, Adobe Creative Suite, Illustrator, Photoshop, WordPress, WIX Studio, Microsoft Office Suite, Sketch, Canva, Front-end development, Basic HTML and CSS, **Prototyping, Wireframing, Market Research, Qualitative and Quantitative Usability Testing, Heat mapping, Interactive Prototyping**, Visual Design, Journey Mapping, **Click testing, Surveys**

EXPERIENCE

Visual Communications Graduate Assistant

UNC Libraries.

Chapel Hill, NC

August 2024 – Present

- Design accessible, visually engaging digital and print materials using Adobe Creative Suite to enhance communication across the university community and maintain brand image.
- **Conducted usability assessments** to ensure materials resonate with diverse audiences and collaborated with stakeholders to integrate user feedback into design iterations.

Graphic Design Research Assistant (UI/UX and Data Graphics)

Data Driven Envirolab, UNC Institute for the Environment

Chapel Hill, NC

August 2024 – August 2025

- **Design UX prototypes**, websites, visualizations, infographics and other products that translate complex environmental data into actionable insights.
- **Collaborate with researchers to develop a cohesive design system** and applied front-end techniques to enhance user interaction with data visualization tools.

STAR Intern, Data Steward

Renaissance Computing Institute (RENCI)

Chapel Hill, NC

September 2023 – May 2024

- Organized and optimized data repositories for over 20 labs, **improving file accessibility and reducing retrieval time**
- Collaborated with cross-functional teams to implement scalable data organization strategies.

Product Design and Research Intern

Aseptique, Eshelman School of Pharmacy UNC

Chapel Hill, NC

May 2023 – August 2023

- **Led UX design and research** for a laboratory aseptic technique error-tracking system, collaborating with medical and engineering teams to enhance laboratory procedure safety and efficiency through iterative prototyping and testing.
- **Conducted user research, developed journey maps, and refined wireframes** using Figma and Adobe Creative Suite, ensuring solutions aligned with user needs and objectives.

LEADERSHIP & VOLUNTEERING ACTIVITIES

Creative Lead

Flourish, SILS, UNC

Chapel Hill, NC

September 2025 – Present

- **Led creative direction for Flourish UNC**, developing visual identity, social media, event branding, and promotional materials for a student organization supporting students of color and international students at SILS.
- **Collaborated with leadership to design engaging community-building experiences**, shaping messaging, visuals, and digital assets that enhanced event turnout and strengthened the group's campus presence.

Director of Labs, Product Designer and Researcher

Chapel Hill, NC

Project Management Club UNC

September 2023 – January 2025

- **Mentored and guided a team of 50+ undergraduate college students**, forming dynamic project teams that collaborated with startups to develop functional prototypes, and fostering practical learning experiences.
- Facilitated design workshops and **led the entire product development lifecycle**, from ideation to prototype creation, ensuring projects adhered to timelines and achieved a 40% increase in user engagement for an AI-focused project.

Head of Campus Operations

Chapel Hill, NC

Lightwood Studios (Duke, UNC, NC State)

August 2022-September 2023

- Led a cross-campus team of 20+ creatives across UNC, Duke, and NC State, fostering collaboration and innovative approaches to film production.
- Amplified organization membership by 50% within six months through effective planning and execution of team meetings and events.