Julia Ebwelleson

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EDUCATION

The Pennsylvania State University Expected Dec 2027
Bachelor of Science in Human-Centered Design and Development,
Minor in Digital Media Trends and Analytics
Awards/Honors: Bunton-Waller Merit Scholarship
Relevant Coursework: UX Research & Design, Usability Testing, Cognitive Psychology, Data Analytics, Prototyping, Wireframing

TECHNICAL SKILLS

UX & Design: Figma, FigJam, Miro, Canva, Mixpanel
Certifications: Microsoft Fundamentals of UI/UX Design, Accenture Digital Skills: User Experience
Programming Languages: SQL, Java, Python, HTML

WORK EXPERIENCE

Luv or Pop Remote
Product Design & UXR Intern June 2026 – Present
- Conducted 4 semi-structured UX research interviews (30–45 min each) across distinct user cohorts, recruiting from a pool of 282 contacted users to ensure directional coverage beyond a single user type.
- Synthesized interview data through affinity mapping into 6 prioritized product themes, translating qualitative insights into roadmap recommendations shared with cross-functional stakeholders across Product, Design, Engineering, CS, and Marketing.
- Identified an emerging trust insight: inconsistent profile information undermined users' confidence in the dating experience, reframing the issue from a verification concern to a broader information-integrity problem.

HAX at Penn State University Park, PA
UX Design Intern February 2026 – April 2026
- Redesigned core web user flows through wireframes and high-fidelity Figma prototypes, simplifying multi-step interactions and improving overall task efficiency.
- Collaborated with engineers, designers, and project leads to iterate on product features, translating stakeholder feedback into refined UX decisions and implementation-ready designs.

PROJECTS

LionCash Redesign (Figma) Coatesville, PA
UX Researcher & UX Designer May 2026 – July 2026
- Conducted a heuristic evaluation of Penn State's LionCash deposit flow, identifying core UX and usability issues in visual hierarchy, error recovery, and user control.
- Redesigned the end-to-end deposit experience through wireframes and high-fidelity Figma prototyping, working within Penn State's brand and technical constraints.
- Validated the redesign through comparative usability testing with 4 participants, measuring a 62.5% reduction in self-reported frustration.

StudySync (Figma and Miro) University Park, PA
UX Researcher & UX Designer Jan 2026 – April 2026
- Developed early-stage UX concepts through sketches and paper wireframes for a Canvas-based extension aimed at improving student motivation and task engagement.
- Designed iterative prototypes in Figma to refine navigation, information hierarchy, and core user flows.
- Conducted usability testing with 5 students to identify pain points in task completion, informing UX design revisions that improved clarity and feature comprehension.

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

Management Leadership for Tomorrow Washington, DC
Career Preparation Fellow Jan 2026 – Present
- Accepted into a selective 18-month professional development program that accelerates the career growth of emerging leaders through structured coaching, mentorship, and targeted skill-building.
- Engage with leading partner organizations (e.g., LinkedIn, Bloomberg, and Deloitte) to gain industry exposure and insight into tech-talent pathways.

Multicultural Innovators of Computer Science by Color Stack at Penn State University Park, PA
Secretary Aug 2024 – May 2026
- Designed and implemented an inclusive event experience strategy, increasing attendance by 20% and improving accessibility and satisfaction based on post-event feedback.
- Collaborated with student leaders to design and coordinate technical workshops and networking events for 300+ participants, improving engagement and accessibility through member feedback.