Noelia Manion

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EDUCATION

Rutgers University *New Brunswick, NJ*

Master of Information – Human-Computer Interaction *May 2027*

Bachelor of Arts – Information Technology & Informatics, Minor in Digital Communication, Information, and Media May 2026

- GPA: 4.0; Dean's List (all semesters)

WORK EXPERIENCE

Bullseye Location Software *Branchburg, NJ*

UI/UX Designer May 2025 – Present

- Own end-to-end design for enterprise client-facing admin systems, including a full platform redesign built with Claude Code, iterating on weekly client feedback from stakeholder discovery through prototyping, developer handoff, and shipped UI
- Design and iterate high-fidelity Figma prototypes for enterprise clients including Hitachi, Honeywell, ABB, Atlas Copco, and Ollie's Bargain Outlet, tailored to each client's needs and technical constraints
- Partner directly with developers throughout implementation to validate technical feasibility and maintain design quality, incorporating engineering feedback into each iteration

Digital Marketing and Graphic Design Intern February 2024 – May 2025

- Designed UIs for the company website and internal admin system in Figma and Adobe XD, translating business requirements into usable interfaces
- Created marketing visuals for blogs and emails, and produced video content and motion graphics (Premiere Pro, After Effects) supporting marketing initiatives

Readyly *Remote*

Freelance Graphic Designer December 2025 – Present

- Design branded assets for government and enterprise clients, delivering multiple iterations that stay true to each client's visual identity and brand standards
- Design branded AI chatbot interface assets deployed on live municipal government websites, serving communities of thousands of residents

SELECTED PROJECTS

Participatory Design: Youth-Centered AQI Initiative *Rutgers University*

UX Researcher & Designer 2026

- Facilitated co-design workshops with youth in Elizabeth, NJ to learn what they needed from a community air-quality app, and synthesized their feedback into user themes that guided the design
- Designed and iterated low-fidelity app, widget, and smartwatch prototypes in Claude Design based on participant feedback
- Co-author, “Transforming Sensor Data into Action: A Youth-Centered Air Quality Initiative” (Manion, Chang, Singh, & Kim, under review at CHI 2027)

Patchwork *24-Hour Design-a-thon*

Ideation, Design & Team Leader 1st Place

- Led ideation and design of Patchwork, a collaborative mobile scrapbook app for building shared pages in real time
- Mentored two teammates who were new to Figma

Ruum *Rutgers University*

UX Researcher & Designer 2026

- Researched, defined, and iterated the design of a mobile application helping Rutgers students search for off-campus housing, using Figma

Pebble. *Rutgers University*

UX Researcher & Designer 2026

- Researched, defined, and designed a bedside tablet interface to improve nursing home residents' daily life and communication

SKILLS

Design Tools: Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign, XD), Framer, Claude Code, Claude Design, Premiere Pro, After Effects

UX Process: User research & synthesis, co-design workshops, wireframing, user flows, prototyping, design systems

Front-End: HTML, CSS, JavaScript (basic), Python (basic)

Languages: English (native), Spanish (fluent)