Anthony Garuba

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UX Designer with 5 years of experience designing and improving user-centered digital products. Skilled in user research, wireframing, prototyping, and usability testing to deliver intuitive and accessible experiences. Experienced in collaborating with cross-functional teams to align user needs with business goals. Strong problem-solver with excellent communication and design storytelling skills.

PROFESSIONAL EXPERIENCE

Pixelated: *UX Designer*   *November 2023 - November 2025*

- Collaborated with product managers and engineers to design user-centered web and mobile experiences
- Conducted user research and usability testing to identify pain points and validate design decisions
- Translated business and user requirements into user flows, wireframes, and high-fidelity prototypes using Figma
- Designed intuitive interactions and workflows to improve usability and task efficiency
- Iterated on designs based on user feedback, usability findings, and stakeholder input
- Contributed to and maintained a shared design system to ensure consistency and scalability
- Applied accessibility and usability best practices to deliver inclusive digital experiences
- Prepared detailed design specifications and supported developer handoff and QA review
- Led end-to-end UX design from discovery through final delivery for web and mobile products
- Conducted user interviews, surveys, and usability testing to uncover user needs and validate solutions
- Synthesized research findings into personas, journey maps, and actionable insights
- Designed information architecture, user flows, wireframes, and high-fidelity prototypes using Figma
- Collaborated cross-functionally with product, engineering, and stakeholders in agile sprints
- Iterated on designs based on feedback, analytics, and usability results
- Ensured accessibility, responsiveness, and usability across devices
- Delivered clear design documentation and supported developer handoff and QA

VijanTek: *UI/UX Designer*   *October 2021 - September 2023*

- Conduct user research through interviews, surveys, and usability testing
- Translate user needs and business requirements into user flows, wireframes, and prototypes
- Design low- to high-fidelity wireframes and interactive prototypes using Figma
- Collaborate cross-functionally with product managers, developers, and stakeholders
- Perform competitive analysis and benchmark UX patterns
- Plan and execute usability testing sessions; synthesize insights into actionable improvements
- Iterate on designs based on user feedback, data, and stakeholder input
- Create and maintain design systems and UI components for consistency
- Document design decisions, user journeys, and research findings
- Ensure accessibility and usability best practices (WCAG, inclusive design)
- Support developers with design specs, annotations, and QA during implementation
- Plan and conduct qualitative and quantitative user research (interviews, surveys, usability tests)
- Define research goals, create discussion guides, and recruit participants
- Analyze research data, synthesize insights, and identify user pain points
- Develop personas, empathy maps, and user journey maps
- Validate design assumptions through user feedback and testing

SKILLS

- User Research (Qualitative & Quantitative)
- User Interviews & Surveys
- Usability Testing & Heuristic Evaluation
- Personas & Journey Mapping
- Problem Definition & Design Thinking
- Competitive Analysis
- UX Strategy
- Insight Generation & Recommendations
- Contextual Inquiry

EDUCATION

Ambrose Ali University

BSc in Microbiology

CERTIFICATIONS

Certificate in UX Immersion | NOV 2024 | CAREER FOUNDRY

TRAINING

- Advanced Product Management
- PMI Agile Certified Practitioner