

CATHERINE CARTER

UI/UX & Product Design | Computer Science + Design

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EDUCATION

University of Illinois Chicago | B.S. Computer Science + Design
GPA: 3.65 | Dean's List

May 2027

DESIGN & PRODUCT EXPERIENCE

Student Designer | Develop for Good - Housing Connector

May-Aug 2026

- Collaborated on UX research and product design for Housing Connector's Renter Hub, translating case-manager interviews, survey findings, competitive analysis, and prior UX research into an accessible AI-assisted housing experience.
- Created user flows, wireframes, interactive prototypes, and UI components in Figma for housing search, application tracking, communications, and support-resource features.
- Iterated on designs through 14 user tests and contributed to a 70+ screen and 180+ component design system handed off to Housing Connector's lead engineer for V1 implementation.

Design Intern | Spudnik Press Cooperative

Aug-Dec 2025

- Redesigned the organization's website to improve accessibility, information clarity, and communication of community printmaking programs for local artists.

Communications Assistant - Social Media | UIC Women's Leadership & Resource Center

Sep 2024-Present

- Design and manage social media content, campaigns, and graphics; track analytics and support program and event promotion.

TECHNICAL & PROFESSIONAL EXPERIENCE

Technical Research Assistant | Argonne National Laboratory

May 2024

- Developed and implemented Python API automation for DOI creation across ALCF allocation programs, supporting long-term tracking of scientific impact.

NREIP Fall Engagement Intern | Naval Research Enterprise Internship Program (NAWCTSD)

Oct-Dec 2025

- Selected as 1 of 32 students nationwide for a competitive Department of the Navy program featuring project-based research, professional mentorship, and exposure to training and simulation.

SELECTED PROJECTS

Housing Connector AI Assistant | Develop for Good

May-Aug 2026

- Designed and tested an AI-assisted mobile experience to simplify housing search and applications; approximately 75% of test participants found the overall experience and features helpful.
- Presented the final product at Develop for Good Demo Day; design documentation was handed off for V1 implementation with the potential to reach 12,500+ current Renter Hub users.

AR Experience Design - Grow Greater | Englewood Arts Collective

Jan-May 2025

- Partnered with stakeholders and incorporated site visits and community input to prototype AR visuals for an Englewood public-space proposal in Adobe Aero; proposal selected for exhibition.

SKILLS

Design: Figma, Adobe Creative Suite (Illustrator, Photoshop, InDesign), Adobe Aero

UX/Product: UX Research, Wireframing, Prototyping, User Flows, Usability Testing, Information Architecture, Design Systems, Accessible Design

Development: Java, Python, C++, Git/GitHub