Christian Malki
UX Designer

CONTACT
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EDUCATION
University of California, San Diego *-*
San Diego, CA
B.S. in Cognitive Science with a
specialization in Design and Interaction

MiraCosta College *- Oceanside, CA*
Associate degree in Math and Sciences

ADDITIONAL SKILLS
Cognitive Science: Prototyping, Social
Computing, Data Science, Design of
Everyday Things, Usability & Information
Architecture, Cognitive Neuroscience,
Sensation & Perception, Research Methods,
Cyborgs Now and in the Future

Programming: JavaScript, Python
Math: Differential Equations, Calculus I,
Calculus II, Calculus III, Statistics, Linear
Algebra

Software: Figma, Github, Miro

Psychology: The Developing Mind,
Personal Growth, Metabolic Disorders of
the Brain, Learning, Memory, & Attention,
Visual Cognition

CAREER OBJECTIVE
I graduated from UCSD in June 2022 and I studied Design and
Interaction in the Cognitive Science field. I am excited to continue
exploring the world of design after graduation. Through internships and
job experiences, I hope to construct a strong portfolio in order to
demonstrate my skill in design as well as become a better designer over
time.

PROFESSIONAL EXPERIENCE
Warehouse Associate *-* HockeyTron, Vista, CA / August 2014 - Present
- Pulling orders which are shipped across the world to customers.
- Making adjustments to items and optimizing SEOs on Netsuite.
- Receiving and counting incoming inventory and restocking those
  items into the warehouse.
- Counting the inventory of items where stock is running low and
  adding those counts to Netsuite.

PROJECTS
Snapchat Redesign *- Group Project at UCSD, San Diego, CA /
December 2021*
- Wrote and conducted interviews which focused on Snapchat's UI
  and if there were any errors that would arise when navigating the
  app.
- Identified user errors and produced ways to minimize future errors
  with redesign suggestions.
- Analyzed our redesign suggestions using competitive analysis to see
  how other social media apps have attempted to solve the problems
  we identified.

POGGERS App *- Group Project at UCSD, San Diego, CA / June 2021*
- Designed a new app which targeted male users between 18 to 21
  years of age.
- Ideation of strategies the group can implement into our final, high-
  fidelity prototype.
- Conducted interviews with users and asked them questions in
  regards to their experience with our low-fidelity prototype.
- Worked on Figma file of the prototype where screens were designed
  and connected in order to make a functioning app