Angela Robinette

UI/UX Designer | Web Designer | Graphic Designer

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UI/UX, web, and interface designer who prioritizes user-centered and accessible design. Experienced in wireframing, responsive layouts, and iterating based on stakeholder needs. With a background in front-end development, I understand how visual design and technical implementation connect.

Education

Southern New Hampshire University (SNHU)
Bachelor of Arts in Graphic Design and Media Arts   Graduated October 2025, Summa Cum Laude (3.97 GPA)

Purdue University Global
Associate Degree in Software Development / Computer Programming
Graduated March 2022, Summa Cum Laude (4.0 GPA)

Certifications:

- **Google UX Design Certificate** (Coursera) June 2022

Experience

UX Mentor & Team Lead — PGIP-Tech Internship Program
PGIP-Tech (Purdue Global Internship Program)
Remote | January 2022 – July 2024
- Led Quantum Teaming projects integrating UX design and front-end development workflows
- Designed and delivered instruction on user research, wireframing, and interface design in Figma
- Guided interns through the full UX process, from research to high-fidelity prototypes and live deployment
- Mentored interns in building and deploying responsive portfolio websites
- Provided structured feedback on usability, layout clarity, and accessibility throughout development
- Facilitated weekly design and review sessions to refine UI decisions and improve user flow

Freelance UI/UX Designer
Remote | January 2022 – Present
- Designed user-centered interfaces including wireframes and high-fidelity mockups for web-based platforms
- Translated client goals into structured user flows and responsive page layouts

- Built and refined WordPress sites using Elementor with attention to usability and accessibility
- Iterated on designs through client feedback and functional requirements

Selected Projects

Ashmark Studio — Portfolio Website
- Designed and deployed a responsive portfolio platform from concept through live release
- Developed structured information architecture to organize branding, UI/UX, and web projects
- Created wireframes and high-fidelity layouts in Figma prior to implementation
- Built accessible, responsive layouts in WordPress using Elementor
- Managed hosting, domain configuration, and ongoing performance refinements

Future Funds — Landing Page Concept
- Designed a responsive landing page prototype centered on user flow and accessibility
- Created wireframes and high-fidelity UI mockups to establish hierarchy and clarity
- Translated class brief requirements into structured layout and navigation decisions
- Applied responsive design and accessibility best practices in the final prototype

Axis Digital — Brand & Web Design Concept
- Developed a fictional web and accessibility consulting brand as a full UX and identity case study
- Created logo system, typography pairings, and accessible color palette
- Designed site architecture to clearly communicate services and guide user interaction
- Built responsive layouts based on Figma wireframes
- Conducted WCAG-informed accessibility checks during development

Technical Skills

Design Tools:
- Figma (UI/UX design, interactive prototyping, design systems)
- Adobe Creative Suite (Photoshop, Illustrator, InDesign)
- Affinity Suite (Designer, Photo, Publisher)

Web Development:
- HTML5, CSS3 (Flexbox, Grid)
- JavaScript (DOM manipulation, basic interactivity)
- Bootstrap
- WordPress (custom themes, Elementor)
- Git

UX & Other Professional Skills:
- User research, wireframing, usability testing
- Accessibility (WCAG standards, semantic HTML, Lighthouse testing)
- Branding (visual identity systems, typography, color systems)

References Available Upon Request