

Junaya Flordeliza

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EDUCATION

University of California, San Diego

B.S., Cognitive Science, Specialization in Design and Interaction

• GPA: 3.652

Sep 2022 - Jun 2026

La Jolla, CA

Morse High School

High school diploma

• GPA: 4.07

Aug 2018 - Jun 2022

San Diego, CA

SKILLS

- **Software:** Figma, Figma Make, FigJam, Google Sheets
- **Design:** UI Design, Wireframing, Prototyping, Accessibility
- **User Research:** Usability Testing, User Interviews, User Flows, Competitive Analysis
- **Professional Skills:** Large-Scale Event Planning, Strong Leadership, Flexible, Great Work Ethic

EXPERIENCE

UJIMA S&P Lab

UX Design Intern

La Jolla, CA • Oct 2025 - Present

- Partner with front-end to build an interactive web app that demonstrates the lab's research efforts towards the "Smart Mirror" project.
- Create four iterative wireframes and UI designs of the web app, refining each version through team feedback and usability principles.
- Conduct user research studies with 30 participants and analyze results to support academic paper submission to UIST.

UCSD CREATE

Lead STEAM Outreach Assistant/Ambassador

La Jolla, CA • Jul 2025 - Present

- Manage event planning for annual Comienza Con Un Sueño STEAM resource fair, engaging 1,000+ 6th-11th grade students.
- Collaborate with educators and community organizations to oversee event logistics and deliverables in a fast-paced environment.
- Analyze participation statistics using Google Sheets to measure community engagement and assist with work reports.

UG STEAM Outreach Assistant/Ambassador

La Jolla, CA • May 2023 - Jul 2025

- Co-lead partnership with Girls Inc. to host 30 middle-high school girls of color at UCSD with exposure to STEAM pathways and university campus life.
- Led weekly science clubs at Sherman Elementary for 35 K-5 students with hands-on STEAM activities.
- Delegated responsibilities across STEAM outreach team to ensure successful event execution.

OFFERS STEAM Summer Camp Intern

La Jolla, CA • Jun 2022 - Aug 2022

- Curated a lesson with "Snap Circuits," guiding students to create electrical circuits that power lightbulbs.
- Worked with a cohort of 15 high school interns to lead daily STEAM activities for 3rd-5th grade students.

PROJECTS

Figma Comment Synthesizer

Oct 2025 - Dec 2025

DSGN 118: UCSD

La Jolla, CA

- Collaborated with four designers to develop a hi-fi prototype for a Figma plugin that streamlines comment feedback workflows.
- Presented design iterations and wireframes to the class, incorporating peer feedback to improve prototype functionality

Restaurant Inventory System App

Apr 2025 - Jun 2025

COGS 187A: UCSD

La Jolla, CA

- Refined information architecture and low-fidelity wireframes to enhance navigation and streamline user task flows
- Collaborated with teammates on a hi-fi Figma prototype, documenting design decisions in the final paper

Vitamin Kiosk

Oct 2024 - Dec 2024

DSGN 100: UCSD

La Jolla, CA

- Designed the physical kiosk using Inkscape and built prototype with plywood and a laser machine.
- Conducted user testing to identify usability pain points and synthesized findings into a presentation