ROSLYN MICHELLE CYRUS

Designer/Developer with over ten years of experience

I love to create beautiful things that solve interesting problems. My broad expertise includes human-computer interaction, wireframing, prototyping, web design and development, and systems development. I have a passion for creating stellar user experiences that result in products that are desirable, intuitive, optimal, and feasible.

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Education

2014 - 2019 **STANFORD UNIVERSITY,** PALO ALTO, CA (conferred June 2019)
- **Master of Science in Computer Science** (HCI focus. 3.9 GPA)

2003 – 2007 **CORNELL UNIVERSITY,** ITHACA, NY (conferred August 2007)
- **Bachelor of Arts in English & Africana Studies**

Experience

11|17 – NOW
2 YEARS

SENIOR UX DESIGNER & PROTOTYPER: NETGEAR, SAN JOSE, CA
- Manage and mentor the design team of Insight, a network app
- Led Insight's redesign to increase user engagement and improve the visual design and interaction patterns, which helped increase App Store ratings from 3.5 to 4 stars in just a few months
- Work with designers to create a style guide to build a consistent brand across our product
- Prototype features and components in React to create a robust interactive pattern library
- Work with key stakeholders to manage design approval process

6|19 – 8|19
SUMMER QUARTER

LECTURER: STANFORD UNIVERSITY, PALO ALTO, CA
- Taught CS110, Principles of Computer Systems (a Linux systems development course), to 50 students
- Created lecture content, including custom diagrams and notes
- Designed and managed course website
- Wrote midterm and final exam and held office hours

9|13 – 11|17
>4 YEARS

INTERACTION DESIGNER & PROTOTYPER: ILLUMIO, SUNNYVALE, CA
- Designed the UI for the cloud security platform's web app
- Developed prototypes for core features in React
- Designed and developed a core visualization feature to make network rule creation intuitive and simple
- Served as team leader for 8 months until a manager was hired

3|10 – 9|13
3.5 YEARS

PRODUCT DESIGNER: CITRIX SYSTEMS, SANTA CLARA, CA
- Designed the user interface of mobile apps for iOS, Android, and Blackberry platforms, including Citrix Receiver for iPad
- Mentored designers on projects and trained them in software
- Designed and developed admin consoles and webpages
- Created custom icon sets for various products

9|07 – 3|10
2.5 YEARS

FOUNDER & DESIGNER: ROSANII DESIGN CO., FORT LAUDERDALE, FL
- Developed the frontends and back-ends of various web projects
- Designed website templates and content management systems
- Designed illustrations and corporate identity materials, including brochures, business cards, and logos for various clients

Personal Projects

MENTALBLOCKER IPHONE APP
- Designed and developed a puzzle game in Swift
- Created different puzzle types to challenge memory and problem-solving skills

YUMTUM IPHONE APP
- Designed and developed a personal recipe manager in Objective-C
- Created an API in PHP to access and manage data

Relevant Volunteer Work

2017 - 2019: CODE2040 MENTOR
- Mentor minority undergrad CS students

Key Skills

DESIGN

Sketch InVision Photoshop Illustrator Interaction Design User Experience Design HCI Wireframing Visual Design Prototyping OmniGraffle User Interface (UI) Design Design Thinking Balsamiq Information Architecture (IA)

DEVELOPMENT

HTML, CSS, MEAN & LAMP Dev.

JavaScript, AJAX, & Bootstrap

React, jQuery, & Angular

C, C++, & C#

Swift & Objective-C

Java, Python, & Rust

"Ideas are the root of creation."
- Ernest Dimnet