

Yanet Yilma

Silver Spring, Maryland 20902

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Education

American University

Bachelor of Science – Computer Science

Washington, D.C.

August 2019 – May 2023

Yonsei University

Study Abroad – Computer Science

Seoul, South Korea

February 2022 – June 2022

Skills

Design & Prototyping: Figma, FigJam, Webflow, Adobe Illustrator, Canva

UX Methods: Wireframing, Prototyping, User Research, Usability Testing, A/B Testing, Responsive Design, Site Mapping, User Personas, Storyboarding, Designing for B2B, B2C, and SaaS products

Development & Tools: HTML/CSS basics, C#, Lua, Unity 3D, Roblox Studio, Construct 3, Blender, Microsoft Office Suite (Word, PowerPoint, Excel), Canvas LMS

Collaboration: Agile/Scrum, Cross-Functional Teamwork, Documentation & Presentation Design

Experience

Graphic Design & Programming Teacher

E.L. Haynes Public Charter School

August 2023 – Present

Washington, D.C.

- Teach programming and graphic design to 150+ students annually, using Figma, Unity 3D, Blender, and Roblox Studio to make coding and design approachable and creative.
- Develop interactive projects that combine visual storytelling with technical logic, increasing student engagement and completion rates across courses.
- Translate technical concepts into easy-to-understand lessons, helping students of all skill levels build confidence in both coding and design.

Game Design & Development Contractor

T.A.G. Labs LLC

June 2021 – Present

Washington, D.C.

- Design curriculum for multi-year game development programs that integrate UX principles and design thinking.
- Lead workshops and mentorship sessions for 200+ students, guiding them through the process of creating playable games and digital art projects.
- Apply iterative design and user feedback methods to improve learning outcomes and program engagement.

UI/UX Designer

KES Consulting LLC

March 2024 – December 2024

Remote, USA

- Designed a research planning web app for St. Jude Children's Research Hospital, streamlining mentorship communication and goal tracking for 100+ postdocs and mentors.
- Created wireframes, interactive prototypes, and UI systems in Figma, clarifying workflows and improving the usability of key planning features.
- Collaborated with cross-functional stakeholders to test and refine accessibility and responsive design patterns across devices.