

DENISE CAVE

UI/UX DESIGNER

ATLANTA, GA

EDUCATION

Georgia Institute of Technology

2023 - 2026

B.S. in Industrial Design

Minor in Computer Science

SKILLS

Design

Figma, Sketch

Miro, Figjam

Figma Make

ChatGPT, Opus, Muse

Adobe CC

Wireframing

Rapid Prototyping

Design Strategy

Storyboarding

User Workflows

System Design

Motion Graphics

CAD, Fusion360, Blender

Keyshot

User Research

Journey Mapping

Personas

Interviews & Surveys

Usability & Concept Testing

Qualitative Analysis Methods

Programming

Java, Python

HTML/CSS, Javascript

Front-End Development

AFFILIATIONS

Industrial Designers Society of America (IDSA)

Georgia Tech Design Club

Georgia Tech Black Industrial Designers (GT BID)

 uxfol.io/denisedesign

 www.linkedin.com/in/denisehcave



UI/UX PROJECTS

FigBuild 2026 - SocialReboot

March 2026, Atlanta, GA

- Designed a mobile app that tracks students' "social battery" and recommends recharge activities to improve social well-being.
- Built high-fidelity Figma prototypes, rapidly iterating user flows and interaction patterns during a 48-hour design sprint.
- Applied accessibility and usability principles to ensure intuitive, inclusive interfaces.
- Collaborated cross-functionally to ideate, prototype, and present an end-to-end product concept integrating wearable data.

Yogi - Smart Meal Tracking & Planning System

Jan 2026 - May 2026, Atlanta, GA

- Collected and analyzed user survey data in Qualtrics to identify trends in meal planning, nutrition tracking, and ingredient waste.
- Synthesized qualitative and quantitative findings into charts and actionable insights that informed product decisions and feature prioritization.
- Designed data-informed features including macro tracking, meal scheduling, and ingredient expiration monitoring.
- Built and tested interactive prototypes in Figma to improve usability and onboarding flows.

Finsight - Investment Literacy App

Aug 2025 - Dec 2025, Atlanta, GA

- Designed an investment app for college students focused in ETFs
- Integrated curated onboarding in order to make market suggestions based on the user's interests showcasing
- Conducted semi-structured interviews and surveys to identify pain points in budgeting and investing confidence.
- Synthesized qualitative data through open coding and thematic analysis, yielding insights on trust, transparency, and motivation
- Created personas, journey maps, and wireframes in Figma; iterated based on usability testing and heuristic evaluation feedback.

EXPERIENCE

Georgia Tech, School of Aerospace Engineering

UX/Visual Communication Assistant | Sept 2025 - Present

- Updated the school's website using Drupal for various school events, organizations, programs, and awards utilizing banners, text, images, and other digital elements
- Ensured brand compliance and design consistency across multiple communication channels, enhancing the school's visual identity
- Created monthly interactive bulletin board experiences for students to increase engagement

Lulit Golf LLC

Industrial Design Intern | Jun 2024 - Aug 2025

- Conducted usability testing and synthesized insights to iterate on product design
- Synthesized 30+ research insights into design iterations and 4 stakeholder reviews
- Advanced 30+ designs advanced to final production after user-driven refinements