

Michelle Mathew

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EDUCATION

Temple University

May 2027

Bachelor of Business Administration in Management Information Systems

Minor in User Experience and User Interface Design

Honors: Temple University Honors Program, Fox Honors Program

Awards: 2nd Place - National International Paper Challenge

SKILLS

UX/UI Design & Research: User Research & Interviews, Usability Testing, Wireframing & Prototyping

Technical: JavaScript, Python, HTML, CSS, MySQL, AWS Cloud

Tools: Figma, FigJam, Adobe Photoshop & Illustrator, Miro, Tableau, Excel, PowerPoint, Outlook, Teams

Certifications: Figma Essential Training, Introduction to Artificial Intelligence

EXPERIENCE

Information Technology Assistant | Fox School of Business

August 2025 – Present

UX Design

- Assisted 63 students weekly in applying user-centered design principles, wireframing and prototyping tools.
- Provided feedback on usability, design and visual hierarchy to strengthen project outcomes.

Digital Systems

- Supported 75+ students in learning Python through office hours and in-class assistance.
- Evaluated assignments and provided technical support to improve digital literacy and engagement.

Technology Consultant | Temple TECH Center

May 2025 – Present

- Resolved 50+ device issues for printers, PCs and iMacs weekly, improving reliability and user satisfaction for faculty and students.
- Assisted with laptop and SD card transactions & returns to facilitate smooth operations.

PROJECTS

UX/UI Designer | FigBuild 2026

March 2026

- Designed Heatly, a mobile app that helps outdoor workers monitor heat stress, hydration, and cognitive strain to stay safe in extreme temperatures.
- Created a clickable prototype in Figma that visualizes real-time body signals and provides actionable insights to help users regulate body temperature.
- Defined core features using Figma Make & HTML, translating ideas into an interactive prototype.

UX Designer | CropLife International

October 2025 – December 2025

- Conducted user interviews with a R&D scientist to gather insights on the behaviors, pain points and usability needs to create product design decisions.
- Designed high-fidelity wireframes and integrated an AI agent to streamline user workflows and improve overall task efficiency.
- Created a clickable prototype in Figma to visualize user flows and gather input from R&D scientist.

Designer | International Paper Challenge

January 2025 – March 2025

- Designed wireframes illustrating the structure of an AI-driven analytics platform to detect biofilm in the paper and packaging industry's water sources.
- Researched machine learning algorithms and sensor data integration to support real-time biofilm detection modeling.

ACTIVITIES

Director of Mentorship - Association for Information Systems | Mentee - AIGA

Volunteer - Philadelphia Animal Welfare Society | Volunteer - City Light