

MARIA DUMITRESCU

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Portfolio

EDUCATION

[Minerva University](#), *B.Sc. in Computer Science and Product Design, Graduation: 05/2027* San Francisco, CA

- GPA: 3.8; Coursework: **Prototyping and Wireframing**, 3D Interaction Design, User Behavior Psychology, **Data-Driven Design, User Experience Research, Immersive Experience Design, Prompt Engineering**

[National Taiwan University](#), *Exchange Neuroscience and Data Science Research Student* Taipei, Taiwan

- Conducted usability-focused neuroscience research on cognitive responses (ERP, P300, N400) to analyze human interaction. Specialized in data visualization and signal processing to improve UI interactions.
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TOOLS: Figma, Sketch, Adobe Creative Suite (Photoshop, Illustrator, InDesign), Blender, Python, Tailwind, HTML, CSS, JavaScript (Typescript), React; A/B Testing, Hypothesis Testing, Usability Testing, Prompt Engineering

WORK EXPERIENCE

[Let's Uni](#) | Founder and Head of Product Design, *May 2024 - Present* Bucharest, Romania

- Led website redesign, yielding a **200% increase** in leads through effective A/B testing and optimized UI/UX.
- Applied SEO techniques and amplified social media outreach on Instagram, Facebook, and TikTok, increasing online visibility **by 60%** and student engagement **by 70%**.
- Utilized design systems, incorporating over **50 LMS templates, 100+ UI components, 5 user personas**.

[Minerva University](#) | Product Design Intern, *Sep 2023 - Present* San Francisco, CA

- Redesigned application to reduce drop-offs, improved by adding save states increasing completion by 30%.
- Conducted user research on Instagram and TikTok, finding pain points improving content for over **1M users**.

[BEARVFX](#) | Software Engineer Intern, *Sep 2024 - Dec 2024* Taipei, Taiwan

- Built AI-powered tools to automate video voiceovers, subtitles, and slide syncing.
- Reduced manual effort by 30% and improving production speed by 50%.

[Vincent Gao](#) | Product & Data Analyst, *Jul 2024 - October 2024* New York, NY

- Designed data-driven content strategies by analyzing **user behavior** and **engagement trends**
- Built automated dashboards and visualizations using Python to inform design and marketing decisions.

[River Project](#) | UI/UX Designer & Front End Developer Intern, *Jun 2024 - Sep 2024* Princeton, NJ

- Redesigned website using **Vue, TypeScript, and Tailwind CSS**, increasing user engagement **by 25%**.
- Designed **50+ user-friendly graphics** for MVP and post-MVP stages, improving overall UI consistency.
- Implemented dark mode and **10+ micro-interactions**, enhancing user satisfaction and site accessibility.

[Mensa](#) | Product and Graphic Designer, *Jun 2024 - July 2024* Bucharest, Romania

- Developed and executed a high-visibility logo and designed 3 impactful marketing campaigns for EMAG24.

[Marie Lee Shop](#) | Founder & Head Product Designer, *May 2021 - Jul 2023* Geneva, Switzerland

- Achieved **1,300+ sales** and **485K monthly Pinterest views** by designing 57 products.
 - Improved website and offerings through data and user feedback, boosting conversion **by 70%**.
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PROJECTS

[AI UI/UX Feedback Tool](#) | Personal Project, *March 2024 - Present*

- Built and designed an AI-powered feedback tool in Figma, React, TypeScript, and Tailwind,
 - Integrated Gemini and Claude APIs for real-time feedback on layout, usability, and accessibility.
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CERTIFICATIONS

[BCG - Strategic & Experience Design](#), [Google User Experience Design Professional Certification](#), Blender 3D Basics, [Figma UI UX Design Advanced](#), [The Complete Web Development Bootcamp](#), [JavaScript \(Basic\)](#)

Affiliated Organizations: Rewriting the Code, Girls Who Code, CodePath;