Czarina Goingco

— USER EXPERIENCE DESIGNER/RESEARCHER —

Torrance, CA • (310) 702-2782
zgoingco.design@gmail.com
zgoingco.com (portfolio)
linkedin.com/in/czarinagoingco

User experience designer and researcher with a background in biochemistry and clinical care. I turn hypotheses and user research into information architecture, wireframe sketches and interactive prototypes.

SELECTED WORK

GearSmart · AI-powered gear advisor, web app + AR
SOLE DESIGNER AND BUILDER · SENIOR CAPSTONE · SPRING 2026 · 18 WEEKS

- Designed and shipped a live web app, built with AI-assisted development, that turns trip details into a packing list explaining every item with live weather.
- Researched beginners at Ladies Climbing Coalition and REI through field observation, mock shopping trips and affinity mapping, and found they misjudged their own readiness.
- Iterated four prototypes into a deployed build with a six-retailer price finder and AR Fit Guide, then presented to an industry panel including a Patagonia senior product designer.

UGLOO · Wearable + caregiver app for neurodivergent children
BRAND LEAD, TEAM OF 5 · SPRING 2025 · 8 WEEKS

- Led brand identity (color palette, typography, wordmark) for reading ease and a calm tone, and directed the caregiver app UI.
- Researched with a school psychologist and caregivers, co-sketched the watch housing and fidgets, and used storytelling to show how biofeedback alerts help children self-regulate.

Apple Watch Now Playing · Microinteraction redesign
UX/UI DESIGNER, SOLO · SPRING 2025 · 2 WEEKS

- Redesigned watchOS Now Playing microinteractions (Crown volume, playback animation, track seeking) and tested them in Figma prototypes.

BeWell · Wellness app for medical professionals
UX/UI DESIGNER, TEAM OF 4 · FALL 2024 · 16 WEEKS

- Interviewed nurses, built personas and ran a competitive analysis to design a burnout app with guided breathwork, walks and journaling, unlocked at Barnsdall Art Park.
- Ran usability tests that led to prompted journaling, clearer feature names and low pressure rewards, then built a high fidelity Figma prototype and concept video.

EXPERIENCE

Orthopedic Technician · TMPN Orthopedics
TORRANCE, CA · OCT 2022 – NOV 2025

- Applied casts, splints and dressings for 60+ patients a day alongside surgeons, and documented care in electronic health records.

Marketing & Social Media Team · SMC Interaction Design
SANTA MONICA, CA · JAN – SEP 2025

- Designed Instagram posts within program brand guidelines and organized a content calendar with peers.

Sales Associate, Soft Goods · REI
MARINA DEL REY, CA · OCT 2024 – FEB 2025

- Helped first-time customers choose gear for their trips. Contextual observations of their questions became field research for GearSmart.

Research Lab Assistant II · Scripps Research
SAN DIEGO, CA · NOV 2021 – AUG 2022

- Ran molecular and biochemical assays with a DNA repair research team.

SKILLS

UX and interaction

User-centered design, information architecture, wireframing, prototyping, microinteractions, visual design

Research

Interviews, field research, usability testing, personas, affinity diagramming, competitive analysis

Tools

Figma, Adobe CC, Magic Patterns, Claude Code, Notion, Blender

Front end

HTML, CSS, JavaScript, React, Next.js, Git, Vercel, Python

Health records

Epic, Cerner PowerChart (as a healthcare provider)

EDUCATION

B.S., Interaction Design
Santa Monica College · 2026

Front End Development Certificate
Promineo Tech · 2023

A.S., Orthopedic Technology
Grossmont College · 2022

B.S., Biochemistry & Chemistry
UC San Diego · 2019

LEADERSHIP IN COMMUNITY

Chapter Leader · Ladies Climbing Coalition
LOS ANGELES · DEC 2022 – DEC 2026

Crag cleanups and beginner-friendly climbing events that make outdoor spaces more inclusive.