

Riley Pankow

UI/UX Designer

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☎ (315) 744-6049

📍 Rochester, NY

🎓 EDUCATION

Bachelor of Science - Human Centered Computing,

Rochester Institute of Technology

08/2022 – 12/2025

Related Courses: Prototyping & Usability Testing, Design for Accessibility, Web & Mobile Computing, Cognitive Psychology

GPA: 3.33

Associates of Science - Computer Info Systems, Onondaga Community College

08/2020 – 05/2022

Related Courses: Computer Forensics & Security, Program Design & Development, Computer Systems Organization, Game Programming

GPA: 3.75

🧠 SKILLS

Soft Skills

Project Leadership, Communication Skills, Team-Player, Adaptable, Loves to Learn

Languages & Frameworks

HTML5, CSS, Javascript, PHP, C++, Python, Java, Swift, Flutter, React, ASP.NET MVC

Software Dev Tools

Microsoft Visual Studio & Visual Studio Code, JetBrains IDEs, Git,

Art & Design Tools

Figma, Spline, Adobe Illustrator, Photoshop, Lightroom, Darktable

📁 PROFESSIONAL EXPERIENCE

Waygate Technologies, User Experience / Product Management Intern

01/2024 – 07/2024

- Served as on-site liaison for the international User Experience team, provided UX evaluation and competitive analysis for remote visual inspection products.
- Created interface mockups, hardware supplemental material, and promotional material using Figma and the Adobe suite.
- Lead a project to revamp the product photography on the online storefront.

🏗️ PROJECTS

Turning Tool Integration Update 2.1, Waygate Technologies

01/2024 – 07/2024

- Designed interface for new software functionality on flagship product using Figma
- Coordinated with internal and external stakeholders to integrate functions across platforms

eCommerce Product Photography Revamp, Waygate Technologies

01/2024 – 07/2024

- Initiated major changes in product photography processes after noticing deficiencies in image quality, working with high-level management in the process
- Designed new methodology to standardize product photos, resulting in consistent and high-quality product thumbnails for eCommerce site

AxoLift Capstone Project, Rochester Institute of Technology

01/2025 – 12/2025

- Created a multiplatform app for a real-world group of volunteer organizations
- Negotiated project requirements with multiple conflicting stakeholders
- Contributed to research, site architecture, visual design, and front-end development
- Gained important experience in communication, software development, and B2B-SaaS operations

QuickConnect App Prototype, Rochester Institute of Technology

01/2023 – 05/2023

- Worked in a group of three to design a user-friendly mobile app interface for the co-op search.
- Researched and analyzed current co-op search system.
- Designed and produced paper and digital prototypes, engaged in user-testing and task walkthroughs to verify the interface.