

Gianella Singhose | UX/UI Designer

Portfolio: gianellasinghose.com | [linkedin.com/in/gianella-singhose](https://www.linkedin.com/in/gianella-singhose) | gsinghose@gmail.com

Technical & Design Skills

Core Skills: Front-End Web Development, Responsive Web Design, API Integration, UI/UX Design, Version Control, Web Accessibility (WCAG), User Research, Wireframing, Usability Testing, Cross-Browser Testing

Design & Prototyping: Figma, Adobe Illustrator & Photoshop, Procreate, Clip Studio Paint, WordPress

Programming: HTML5/CSS3, JavaScript, TypeScript, Java, C, Python, React.js, Node.js, Git, GitHub, VSCode

Projects

Fireflies – *UX/UI Designer* | May 2026 | gianellasinghose.com/#fireflies

A collaborative vertical slice of a third-person puzzle-action game set in a whimsical, dark cavern environment, centered around light-based mechanics and developed using AI-assisted design and development workflows.

- Designed and prototyped the archival website in Figma and built it using HTML, CSS, and JavaScript.
- Contributed to brand and visual direction by helping define the color palette, typography, concept art, and brand guide used across the project website and media.
- Collaborated with cross-functional teams, including game development, design, social media, videography, and web development, to ensure cohesive presentation and documentation of the game.

Medic Mate – *UX/UI Designer* | December 2025 | gianellasinghose.com/#medic-mate

Mobile app prototype designed as a fast, reliable medication dosage calculator for paramedics, prioritizing clarity, speed, and low cognitive load in time-critical emergencies.

- Led UX/UI design from concept to final prototype, creating user flows, layouts, buttons, and interactive components in Figma.
- Designed for high-stress clinical environments by emphasizing legibility, visual calmness, and quick scanning in both bright outdoor and low-light settings.
- Collaborated with a three-person team to define interaction patterns, assist with color, typography, and branding decisions, and deliver a complete end-to-end prototype.

HTML/JS Game – *Full-Stack Web Developer* | May 2025 | gianellasinghose.com/#kiwis-garden

Solo HTML and JavaScript game project combining original visual design with interactive gameplay and backend logic to create a fully functional farming game.

- Developed game mechanics and logic using JavaScript, HTML, and CSS, incorporating multiple classes, plugins, and state-based systems.
- Created all original pixel art and visual assets from scratch, drawing inspiration from existing games.
- Integrated visual, audio, and interactive elements to produce a complete playable experience blending design and development.

Work Experience

Enrollment Marketing Intern – *Washington State University Vancouver* | May 2025 – August 2025

- Contributed to the redesign of the university website and the migration from Drupal to WordPress, creating website content and visual assets while improving usability and accessibility across 150+ pages.

Freelance Illustrator & Designer – *Self-Employed* | May 2021 – Present

- Built a following of 5,000+ across Instagram, X, and VGen while creating custom digital artwork for 100+ clients and collaborating with artists and clients on commissions.

Education

Bachelor of Arts in Digital Technology and Culture – *Washington State University Vancouver*

Minor: Computer Science | **Certificate:** Game Studies and Design