



# REGINA SALEM

PRODUCT | INTERACTION DESIGNER

## CONTACT

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- [Portfolio Website](#)
- Miami, FL 33131

## SKILLS

**Design:**  
Interaction Design, User Flows, Information Architecture, Wireframing, Prototyping

**Tools:**  
Figma, Adobe Creative Suite, Webflow, Unity, GitHub

**Emerging Tech:**  
AI Workflow Automation (n8n), Workflow Structuring, User Feedback Organization

## EDUCATION

University of Miami

**M.S. Experience & Information Design**  
(Expected 2026)

**B.S. Interactive Media** (2024)  
Minors: Computer Science & Marketing

## LANGUAGES

English - fluent  
Spanish - fluent

Product designer focused on simplifying complex systems through intuitive interaction design and clear user flows. Experience designing mobile apps, system interfaces, AR experiences, and physical-digital products across consumer and workflow-driven environments.

Interested in end-to-end product design, systems thinking, and emerging AI-supported workflows.

## FEATURED PROJECTS

### Body-Worn Camera Interface | *System UX · High-Stress Workflow Design*

- Designed media management flows for reviewing, tagging, and managing recorded footage
- Prioritized speed, clarity, and accessibility for high-pressure law enforcement environments
- Collaborated on recording states, hardware interactions, and system-wide workflows
- Reduced cognitive load through streamlined navigation and status visibility

### 360° Fitting | *AR Virtual Try-On Experience · Mobile Product Design*

- Designed end-to-end flows for avatar creation, sizing input, and virtual try-on interactions
- Simplified complex sizing systems across multiple brands into intuitive user experiences
- Designed interaction patterns that improved clarity and confidence throughout the try-on experience

### Pet Pals | *Social Platform · Trust & Safety UX*

- Designed matching, messaging, and meetup coordination flows for pet owners
- Integrated verification and rating systems to improve trust and safety
- Structured interactions to balance engagement with real-world user concerns

### The Fieldhouse | *Responsive Platform · Information Architecture*

- Structured information architecture to reduce overload and improve comprehension
- Developed responsive navigation systems across devices

### Gesture-Controlled MIDI Glove | *Physical Computing · Interaction Design · Wearable*

- Designed and built a wearable musical interface translating touch and motion into real-time MIDI interactions
- Developed gesture-based controls for note triggering, pitch modulation, and drum activation using sensors and microcontrollers
- Combined conductive touch inputs, motion sensing, BLE MIDI, and visual feedback into a cohesive interaction system

## WORK EXPERIENCE

### Rempli Recruit — Miami, FL

Recruiting, Marketing & Design Coordinator | Jul 2025 – Present

- Support marketing and design initiatives across recruiting operations
- Structure candidate-facing content, digital assets, and internal materials
- Contribute to workflow organization and communication systems

### White House Black Market — Miami, FL

Sales Associate | Nov 2022 – Sept 2024

- Worked in a retail environment focused on presentation and customer experience
- Developed understanding of customer behavior, navigation, and purchasing patterns
- Applied visual organization and communication skills in fast-paced environments

### Eskemati-k — Ecuador

Content Creator Intern | Mar 2020 – Aug 2020

- Designed social content and visual assets for marketing campaigns
- Collaborated on campaign execution across multiple content formats