

Willow Sandjaja Munaba,

Product Designer

Experience

Lilo Product Designer

APRIL 01 2026 - MAY 01 2026
· PRODUCT DESIGN

- Ideated and designed wireframes using user research to create a usable and marketable product to help international college students maintain fluency in their native language so they can stay connected to their culture

Sona Product Designer

MARCH 16 2026 - MAY 11 2026
· PRODUCT DESIGN

- Lead a team project to create a 0 - 1 Product Market Fit Accessibility product that provides deaf and hard of hearing users to experience the full texture of music through vibrations. I oversaw and led the iterations, design and user research processes.

Eleara - FigBuild 2026 UX Designer

MARCH 06 2026 - MARCH 09 2026
· PRODUCT DESIGN

- Conducted secondary research to rapidly iterate workable prototypes — improve accessibility, the clarity of controls and a tailored user experience.
- Collaborated with peers to create wireframes, prototypes, and high-fidelity mockups using Figma Make and Figjam.

PowerCare Brand Designer

SEPTEMBER 02 2025 - DECEMBER 15 2025
· BRAND EXPERIENCE DESIGN

- Developed a cohesive brand identity for a health-focused product targeting college students, designing visual systems across key touchpoints (mobile app, website, and poster) to inspire active, empowered and healthy lifestyles.

Education

California College of the Arts BFA Interaction Design

AUGUST 02 2024- Ongoing

- Relevant coursework: Interaction Design, User-Centered Design, Design Thinking, Information Architecture, Prototyping and User Research.
- Dean's List

Skills

- Wireframing and Ideation
- UI Design
- Prototyping
- User Centered Thinking
- User Journey Mapping
- Visual Design
- Communication and Collaboration
- User Testing
- Adaptability and Continuous Learning

Tools

- Figma Design
- Figjam
- Figma Make
- Adobe Illustrator
- Adobe Photoshop
- Visual Studio Code
- Xcode
- Cursor
- Protopie
- Blokdots
- Canva
- Java Script
- Arduino

Contact

[Email](#)
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Portfolio

[Willow Munaba](#)