AMELIJA SUPULNIECE

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SUMMARY

UI/UX and product designer finishing a BFA at the Academy of Art University. Takes projects end to end: user experience (UX) research and problem framing, user interface design and high-fidelity prototypes in Figma, design systems, and frontend implementation in HTML and CSS. Recent work includes a Chrome extension that helps older adults recognize scam emails. Former competitive junior tennis player who now coaches tennis.

EDUCATION

Bachelor of Fine Arts (BFA), Interaction & UI/UX Design Expected May 2027

Academy of Art University, San Francisco

Demystifying AI: Insights from the Stanford Institute for Human-Centered AI Summer 2026

Stanford University

EXPERIENCE

Freelance UI/UX Designer, TRAU s.r.o., Czech Republic (remote) Jun 2026 - Jul 2026

- Designed responsive layouts and screens inside the client's existing brand system, carrying its type, color, and component rules consistently across desktop and mobile breakpoints over a one-month remote engagement.

Social Media Manager, Academy of Art University Tennis Program Sep 2023 - May 2024

- Grew Instagram follower engagement 11% over nine months by defining a consistent visual identity and running a repeatable content system for match coverage, player features, and program news.

LEADERSHIP & COMMUNITY

Tennis Coach

- Teach foundational tennis mechanics and strategy, adjusting instruction to each player's age and skill level.
- Translate complex techniques and strategies into accessible, engaging instructions tailored to distinct age groups and learning styles, mirroring user-centric product onboarding.

SELECTED PROJECTS

Guardian Layer, Product Design and UX Research Jan 2026 - May 2026

- Designed and shipped a Chrome extension that flags scam emails inside Gmail for older adults, published on the Chrome Web Store.
- Defined the problem through a competitive analysis of fraud detection tools and 5 user personas, tested the idea against real scam emails, and delivered a ranked product spec.
- Ran moderated usability sessions with 5 older adults on an interactive Gmail prototype, then turned the findings into design changes and a reusable token system for the warning and verdict messages.

Shortlist, AI Task Prioritization App Jan 2026 - May 2026

- Surveyed 18 students on how they decide what to work on first when they have too much to do, then turned the answers into personas and a ranked feature list.
- Built the app's habit loop around the Hook Model, mapping trigger, action, reward, and investment.
- Carried the product from lo-fi wireframes to high-fidelity screens on a full Figma design system, then tested with 11 users and synthesized the sessions into a revised task-entry flow.

Browser Copilot, Chrome Extension, Hackathon Award Winner Sep 2026

- Won 3rd place award at Claude Build Day hackathon for a browser-based user experience solution that guides users through complex website navigation with step-by-step instructions.
- Designed intuitive interaction flows and modal UX patterns to reduce user friction on high-complexity websites, tested interaction design with user feedback.
- Built full-stack Chrome extension feature set using HTML, CSS, and JavaScript for content manipulation and DOM selection across web pages.

SKILLS

Design Figma, design systems, wireframing, user flows, prototyping, interaction design, responsive layout, visual design, human-AI interaction

UX Research competitive analysis, user personas, moderated usability testing, survey design, research synthesis

Development & Tools HTML, CSS, JavaScript (AI-assisted), Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects), Claude