

# CIANNA BOAYUE

Product Designer · UX Researcher

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## EDUCATION

### Barnard College of Columbia University

Sep 2021 – May 2025

#### B.A. Computer Science

- Relevant Coursework: User Interface Design, Building Usable Security, NLP, Databases, LLM Foundation & Ethics, Discrete Math, Advanced Programming
- Activities: Girls Who Code (Python Instructor), Hoot Fashion Magazine (Web Designer), WBAR Radio Show (DJ)

## DESIGN SKILLS

- Design Tools: Figma, Mural, Adobe Creative Suite (Photoshop, Illustrator, XD), InVision, FigJam, Miro, Sketch, Maze
- Development: React, Java, TypeScript, Next.js, SQL, Flask, Django, iOS Development, HTML/CSS, JavaScript
- Skills: Wireframing, Prototyping, User Research, Usability Testing, Visual Design, User Interviews, Persona Development, Journey Mapping, Storyboarding, User Flows, Information Architecture, Design Thinking, Design Workshops

## EXPERIENCE

### Oracle

Redwood Shores, CA

#### Software Engineer, ERP Accounts Receivable

Jul 2025 – Jun 2026

- Partnered with finance teams to understand reconciliation pain points, then designed and shipped Lockbox integration services that reduced manual effort and made financial workflows more reliable for end users
- Shaped an NLP-driven query experience that lets non-technical users retrieve financial data using plain language, lowering the barrier to a traditionally technical workflow
- Improved usability and decision-making speed for finance teams by designing an end-to-end summary view that surfaces cash processing statuses in a clearer, more scannable format
- Championed release reliability through CI/CD pipelines and proactive debugging, reducing user-facing disruptions and building trust in the product

### Oracle

Redwood Shores, CA

#### UX Designer + Software Engineer Intern

May 2024 – Aug 2024

- Led user research with 10+ financial analysts to identify friction points in a manual, error-prone bank onboarding process, uncovering key pain points through stakeholder interviews
- Created wireframes and visual prototypes in collaboration with senior designers, translating research insights into an intuitive, streamlined onboarding workflow
- Delivered a production-ready onboarding experience adopted by banking partners, reducing onboarding time by 90% (30 → 3 days)
- Designed a secure, reusable bank import workflow to support ERP cloud migration, partnering across 20+ cross-functional design and engineering sessions to keep decisions grounded in real user needs

## FEATURED PRODUCT DESIGN PROJECTS

### HomeSafe — Ride-Coordination App for Safe Student Travel

Fall 2024

#### UX Researcher & Product Designer · Team of 4 · UI Design (COMS W4170), Columbia University

- Led contextual inquiry and affinity diagramming with student users to surface pain points in late-night travel decisions, synthesizing findings into personas and journey maps that shaped the team's design direction
- Designed and iterated on lo-fi through hi-fi prototypes in Figma for an app that helps students find travel buddies and split rideshare costs, refining flows across five checkpoint milestones (CP01–CP05) based on usability feedback
- Conducted a comparative analysis of existing rideshare and campus safety apps to identify unmet needs around peer coordination, directly informing the app's information architecture
- Defined the end-to-end navigation structure and information architecture, mapping onboarding through five core app sections, and translated it into an interactive site map for stakeholder review
- Developed the HomeSafe visual identity — wordmark, logo system, and a hot pink, cream, and garnet brand palette — including a signature 'route line with checkpoint markers' motif used throughout the product

### Depop Fit Confidence — Independent UX Case Study

Spring 2026

- Identified a fit-trust gap on Depop through firsthand use and qualitative research (informal buyer interviews, social listening on a viral styling trend), uncovering a pattern where inconsistent and hidden sizing information caused buyer hesitation and abandoned purchases
- Designed a category-adaptive measurement input system for sellers (flat garments, shoes, accessories) with structured fields and guided measurement diagrams, replacing free-text entry prone to being skipped or misread
- Created a personalized "fits like" comparison tool allowing buyers to save their measurements and receive a graduated fit signal (fits like you / runs bigger / unverified) on every listing, surfaced on the listing card rather than buried in the description
- Conducted qualitative research with buyers and sellers to validate the problem before designing, translating findings into three scoped design principles and a defined set of constraints
- Used AI-assisted ideation (Claude) for early concept sketching and Replit to produce lo-fi wireframes, moving from problem definition to testable screens end to end