# Madeleine Iribarren

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## SELECTED PROJECTS

### Adobe x UW MHCI+D - The Coach's Kit

**Product Design Capstone** Apr - Aug 2026

- Designed a prototype that transformed soccer recruiting processes, translating research into collaborative player evaluation workflows.

### Paths - Generative AI Writing Tool

**Product Designer** Mar - Apr 2026

- Designed and evaluated alternative ways of interacting with AI writing tools, helping writers explore multiple directions without losing ideas they want to keep.

## EXPERIENCE

### Wildlab

**UW CS Research Lab Affiliate | Seattle, WA** Apr 2026 - Sep 2026

- Researching cross-cultural web design and developing an interactive design tool for designers; co-authoring a paper for submission to ACM CHI 2027.

### Gensler

**Technical Designer | Washington, D.C.** Apr 2021 - Jul 2025

- Designed and contributed to 50+ projects across hospitality, workplace, sports, government, and retail, working in Revit, Rhino, and Adobe Creative Cloud Suite from early concepts through technical documentation and construction.
- Led design coordination with clients, consultants, engineers, contractors, and multidisciplinary teams; led meetings and managed project deliverables.
- Selected projects: Nemacolin Resort; Hill Top House Hotel; Right to Dream Campus Innovation Labs *(2023 AIA Baltimore Excellence in Design Award)*; Federal Agency Portfolio *(Confidential)*

### DemocracyLab

**UX Design Volunteer | Remote** Apr 2024 - Jan 2025

- Led UX for two platform initiatives: an information architecture redesign of the About section and a navigation update incorporating the primary Donate CTA. Developed flows, wireframes, and interactive prototypes across mobile and web within an existing design system; prepared designs for handoff.

### Voicebot.ai

**Analyst | Remote** Sep 2018 - May 2019

Contributed to industry research and analysis reports on voice assistants including Alexa, Siri, Cortana, and Google Assistant.

### University of Virginia

**Research Assistant & Teaching Assistant | Charlottesville, VA** 2017 - 2020

- Repeatedly selected by faculty for research roles spanning digital, physical, and robotic prototyping, including a web platform integrating multiple APIs and robotic 3D-printing experiments using a 6-axis KUKA arm.
- Taught fabrication workshops in 3D printing, Grasshopper, and robotic-arm operation.

## EDUCATION

### Master of Human-Computer Interaction + Design

**University of Washington, MHCI+D**

- Sep 2025 - August 2026 | Seattle, WA
- Coursework: Foundations of AI Design

### Bachelors of Science in Architecture

**University of Virginia, 2020**

- CS Coursework: Python, Java, C++

## RECOGNITION

### Merit Scholarship

**University of Washington, MHCI+D | 2025**

Awarded a $20,000 merit scholarship upon admission.

### Raven Society Scholarship

**University of Virginia | 2018**

Awarded annually to distinguished UVA students who have demonstrated excellence in their chosen field of study and commitment to the University community.

### Clark Construction Scholarship

**University of Virginia | 2017**

Awarded annually to outstanding students studying at the UVA School of Architecture.

### Hispanic Scholarship Fund (HSF)

**University of Virginia | 2016 - 2018**

- Scholarship Recipient in '16, '17, & '18
- STEM Conference, 2018
- National Leadership Conference, 2016

## SKILLS & TOOLS

### Design

Figma • Adobe Creative Suite • Revit • Rhino • Grasshopper • Hand Sketching

### Prototyping

Figma • Cursor • Claude Code • Google AI Studio • Jitter

### Methods

User Research • Information Architecture • Wireframing • LLM Evaluation • Usability Testing • Prompt Engineering

## CERTIFICATIONS

Yale: The Science of Well-Being | 2024
Google Foundations of UX Design | 2023

## COMMUNITY INVOLVEMENT

HSF (2025): Scholarship applicant essay reviewer.
Project Create (2021): Led a 3D Design and Printing course for a community nonprofit in Anacostia, D.C.