

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