

CATHERINE GU

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catherinegu16.github.io/COGSPortfolio/

EDUCATION

UNIVERSITY OF CALIFORNIA – IRVINE

Masters, Human Computer Interaction and Design

Aug 2023-Present

UNIVERSITY OF CALIFORNIA – SAN DIEGO

B.S., Cognitive Science w/ Specialization in Design and Interaction

Sept 2020-Jun 2023

Summa Cum Laude | GPA: 3.99

EXPERIENCE

NEOBOARD, San Diego, CA

Apr 2024-Present

UI/UX Designer – Product Manager Intern

- Created and implemented design system into existing prototype
- Designed and implemented automation workflows to enhance integrations between educational and communication platforms (i.e. Canvas and Gmail) catered to both students and educators
- Used advanced Figma techniques such as frames and components to layout prototype
- Facilitated weekly sync meetings to coordinate projects and distribute assignments to boost team efficiency

LINKEDIN REDESIGN PROJECT, San Diego, CA

Jan 2024-Mar 2024

UX Designer, UX Researcher

- Identified breakdowns in user flows using **cognitive walkthrough, competitive analysis**
- Redesigned Jobs pages and added new features
- Conducted quantitative and qualitative user testing to check hypotheses and test designs

UCSD PROTOLAB INTERNSHIP, San Diego, CA

Jun 2023-Aug 2023

Undergraduate Researcher

- Conducted **qualitative analysis** by coding 600+ large scale prompts and reflection
- Designed **formative studies** to test prototypes
- Conducted **pilot studies** to test out procedures

KINOYUME WEB REDESIGN PROJECT, San Diego, CA

Jan 2023-Mar 2023

Project Manager

- Developed a **front-end Figma design** for client (Kinoyume Sushi & Grill)
- Worked through the design process in **user research, user interviews, competitive analysis, wireframing**
- Managed deadlines, split workload among group members, and facilitated conversation with client

FIDELITY TALENT SOURCE LLC, Remote

Feb 2022-Feb 2024

Data Entry Associate

- Accurately identified emotions in recorded customer calls through tone and content
- Provided annotated samples to refine accuracy of AI answering bot

SKILLS

- **Design Tools:** Figma, Miro, Illustrator, Procreate
- **Programming:** Java, Python, HTML + CSS
- **Design Skills:** Sketching, Wireframing Storyboarding, Low-fidelity & High-fidelity Prototyping
- **Research:** Descriptive & Inferential Statistics, Competitive Analysis, Surveys & Interviews, User Personas, A/B Testing, Usability Testing