Diana Condon
full-stack designer

dianacondon.com
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languages
html & css
javascript
angular
react
ruby
java
python
email html

platform
web
ios & android
mac & windows

skills
researching
a/b tests
interviews
usability tests
survey design
content analysis

designing
personas
user flows
marketing
ux & ui design
content strategy
info architecture

prototyping
sketches
wireframes
interactive

experience

full stack designer, devicebook inc   sep 2016 - present
- organize business development and marketing for the beta launch
- design and develop email communications and campaigns
- plan post-beta social media strategy
- create marketing & tutorial videos
- analyze, strategize, and write all content for website and apps
- manage & lead front-end and UX testing

researcher & writer, uw digital youth lab   dec 2015 - present
- plan and lead extracurricular science activities for middleschoolers
- lead user testing science everywhere's mobile and tv platform UI
- code & analyze user data, then write collaboratively
     Science Everywhere, Designing public, tangible displays
     to connect youth learning across settings (CHI 2018)

python instructor, id tech   summer 2016
- taught python, java, javascript, game design, web dev, photoshop
- developed individualized lessons for students' skills and interests
- managed each child's work to ensure they took home skills and
     projects they were proud of at the end of the week

software test intern, quantum design   summer 2013
- tested software & firmware improvements for an upcoming release
- calculated new feature specifications for the VersaLab
- maintained company's defect library
- presented a talk on testing and validation for intern colloquium

education

university of washington, seattle   sept 2012 - sept 2017

major: informatics, human-computer interaction
minor: education, learning, & society

teaching assistant: german language through film
pipeline tutoring: block programming, Sand Point Elementary