

# Logan Tuttle

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## SKILLS

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- **UX & Product Design:** Wireframing & Prototyping (Figma), Design Systems & Component Libraries, Accessible & Inclusive Design (WCAG 2.1), User Flows, High-Fidelity Mockups & Interaction Design.
- **UX Research:** User Interviews, Field Research, Usability Testing, Card Sorting, Tree Testing, Affinity Diagramming, Content/Thematic Analysis, Journey Mapping & Persona Development.
- **Data & Analytics:** Python, R, SQL, Excel, Google Analytics, Data Visualization, A/B Testing, Survey Design.
- **Front End Development:** HTML, CSS, Javascript, Typescript, React.

## EDUCATION

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University of Washington

September 2023 – June 2026

B.S. Human Centered Design and Engineering (3.7 GPA)

Seattle, WA

Minor in Data Science

### Selected Academic Projects:

- **Light Rail Usability Study** — Conducted surveys, field research, and interviews to identify ticketing pain points; produced design recommendations to improve user experience at kiosks.
- **Sustainable Smart Sprinkler App** — Led UX research and translated insights into wireframes and interactive prototypes focused on sustainability and usability.
- **AI Captioner Discord** — Built and launched Tavlo ([tavlo.app](https://tavlo.app)), a web app launcher for an integrated Discord bot that utilizes AI to create image captions and AI summaries.
- **Battery Replacement Interface Prototype** — Developed a UI and physical prototype for an incentivized battery recycling kiosk, leveraging Figma, 3D printing, and laser cutting to bring the concept to life.
- **Local Restaurant Website Design** — Designed a website for Cafetal Quilombo; produced mobile and desktop prototypes with clear information architecture and accessible patterns.

## WORK EXPERIENCE

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Vega Chart

August 2025 – September 2025

[vegachart.com](https://vegachart.com)

Seattle, WA

- Designed an accessible, dark-mode interface with intuitive controls for chart generation, emphasizing usability, visual hierarchy, and WCAG compliance.
- Implemented structured workflows allowing users to upload datasets, configure axes, groupings, and select chart libraries (Plotly.js, Seaborn, ggplot2).
- Engineered the interactive chart builder with Tailwind CSS and JavaScript, integrating file upload, chart previews, code editor, and real-time outputs.

UW Center for Informed Public

June 2024 – December 2024

HCI Research Assistant

Seattle, WA

- Conducted discovery research on election-related social media to uncover behaviors and sentiment.
- Used monitoring tools to track misinformation patterns across X and TikTok.
- Synthesized findings into internal reports and external-facing content strategies.
- Coded and analyzed visual content on immigration discourse, providing insights into user engagement and narratives.

HCDE Department

January 2024 – June 2024

HCI Research Assistant

Seattle, WA

- Created and applied a qualitative codebook; analyzed 350+ immigration-related social media posts.
- Conducted diary studies/interviews on long-distance gaming habits.
- Prototyped a desktop app for couples to save and share gaming memories.