

Precious Jane Stowers

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[LinkedIn](#) | [Github](#) | [Design Portfolio](#)

EDUCATION

UNIVERSITY OF WASHINGTON – INFORMATICS MAJOR

September 2019 - June 2023

Double concentration in Data Science & Human-Computer Interaction

Minor in English: Writing

Cumulative GPA: 3.7

Current Junior – Class of 2023

Relevant Coursework: Computer Programming I, Computer Programming II, Client-Side Development, Design Methods, Information Systems Analysis and Design

WORK EXPERIENCE

PRICEWATERHOUSECOOPERS (PwC) – START ADVISORY INTERN

June 2021 – July 2021

Learned how to use data-driven storytelling and HCD principles to make the best decisions for clients

- Discovered client's internal and external key trends using data visualizations with Tableau
- Collaborated with 2 managers to help identify key improvements in our slide deck content
- Developed a 15+ page slide deck which included a background slide, executive summary, key insights/trends, and future recommendations

CRITICAL INSIGHT - IT MANAGEMENT & SECURITY INTERN

August 2019 – September 2019

Learned how to adapt to different technologies quickly in an office-based setting

- Manipulated internal company data in Microsoft Excel to improve company organization
- Configured 8+ IT assets and BIOSes to meet company security standards
- Participated in 3 classroom briefings as an Information Security Practitioner

PROJECTS

"DISCOVERYHUB" FRONT-END WEB APPLICATION

December 2021

A web app that connects local tutoring/mentoring organizations to students in their community

- Developed end-to-end user experience over a 12-week product lifecycle to define product vision
- Communicated cross-functional collaboration between the PM and 2 product developers
- Assisted developers by coding key functionality and details in HTML5/CSS3/JavaScript + React
- Designed product pitch deck for a 7-minute presentation explaining our product research, problem area, personas, solution, and FAQ

"GRID" FRONT-END MOBILE DESIGN

June 2021

A map-based design to help increase outdoor & indoor accessibility information for users around UW

- Directed 3 user interviews to understand how people are informed about travel accessibility
- Conducted usability testing to identify key pain points and design failures in our initial wireframe
- Provided UX writing leadership to develop an easy and simple onboarding tutorial
- Re-iterated design based on product research and deployed in Figma to host 25+ mobile screens

"TUTELA" FRONT-END MOBILE DESIGN

January 2021

An app design to help reinforce bystander intervention by mimicking phone calls when a user is unable to contact anyone, and their safety is compromised

- Assessed design needs and goals to determine our product vision in a 30-hour time constraint
- Led our product pitch to 7+ mentors to receive live feedback and empathize with potential users
- Guided dynamic mockup iterations with 3 other designers to best reflect feedback received
- Design won "Best Overall" out of 40 other competing teams in WINFOs 9th annual hackathon

LANGUAGES

HTML5/CSS3/JS

React

R

Java

SQL

Shell Commands

Github Commands

Tools

Figma

Miro

Microsoft Excel

Tableau

Alteryx

Microsoft DevOps

ACHIEVEMENTS

Won "Best Overall" in the 2020 WINFO Hackathon

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Featured in iSchool News

Awarded Annual Dean's List 2020-2021

Current WSOS Scholarship Recipient

Certifications

Human-Centered Design (PwC)

Digital Acumen (PwC)

AFFILIATIONS

Women in Informatics (WINFO)

Informatics Undergraduate Association (IUGA)

UW Sisterhood