

Amy An

UX Researcher + Designer

amyan.me

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Education

University of California, San Diego

B.S. Human-Computer Interaction

Minor in Computer Science

GPA: 3.5

2018-2021

Skills

Research

Qualitative User Research, Surveys, User Interviews, Heuristic Evaluation, Card Sort, Data Analysis, Usability Testing

Design

User Experience Design, Design Thinking, Rapid Prototyping, Information Architecture, User Flows, Wireframing, Design Systems, Service Design

Awards

Best Overall Project

DSGN 1 Course, Fall 2019

Most Developed Prototype

Design Frontiers Winter 2020: MintU

Journey to The Future

La Hacks 2020: Covid-19

3rd Best Overall Project

Citrus Hacks 2020: Commonwealth

Experience

Verizon - UX Research Intern

June 2020 - Aug 2020

Worked closely with the experience team on research relating to vehicle compliance with Verizon Connect's Electronic Logging Device. Conducted user interviews, a heuristic evaluation, card sort, and stakeholder interviews.

Dexcom - Product Design Intern

Jan 2020 - March 2020

Conducted user research in order to understand and empathize with Dexcom users who have experienced signal loss on their continuous glucose monitoring device. Iterated on low fidelity prototypes before presenting a high fidelity prototype to stakeholders.

ACM @ UCSD - Design Lead

Aug 2019 - Present

Developed the Association for Computing Machinery's brand identity through design elements, promotional materials, and design system. UX design for ACM's website centered around inclusivity, accessibility, and responsive design.

Design Co - Industry Relations Coordinator

March 2020 - Present

Created opportunities for UC San Diego's largest design community of 200+ students to network and learn from industry leaders. Managed partnerships with companies including Facebook, Sony, Intuit, and ServiceNow.

Projects

Human Centered Computing for Health

Engaged with stakeholders in healthcare to build empathy and understanding for designing novel solutions.

Civic Design: The Last Mile Experience

Followed a human-centered design process to create an accessible solution to micromobility issues in San Diego.