ALAINA KWAN

UX/UI Designer

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Seattle, WA

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EDUCATION

B.S. in Informatics

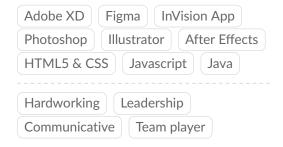
University of Washington, Seattle

m Sept. 2015 - June 2019

COURSEWORK

- Visual Information Design
- Mobile Application Design
- Mobile Development: Android
- Client-Side Web Development
- Java I & II
- Data Structures & Algorithms
- Animation

SKILLS



ACHIEVEMENTS

Founders Board Presenters selected from over 100 undergraduate capstone projects to present to the founders board.

Best in Class Award out of 160 projects for the Informatics senior capstone.

Best UX/UI Award for mobile wireframes in Intellectual Foundations of Informatics

EXPERIENCE

Web Development Intern

Kin of the Moon Ensemble

- Seattle, WA
- Web development intern for musical ensemble Kin of the Moon.
- Created a wireframe prototype for a new website layout and implemented layout changes.
- Designed promotional banners, worked on website visuals, and edited images.
- Managed and wrote for social media, MailChimp, and other outreach.

Undergraduate Teaching Assistant

University of Washington, Seattle

August 2017 - June 2018

- Seattle, WA
- Teaching assistant for the Animation Capstone program in the Paul G. Allen School of Computer Science.
- Taught students how to use software such as Maya, Adobe After Effects, and Adobe Premiere Pro.
- Conducted user research on how to improve the program website and created wireframes based on the feedback.
- Designed promotional materials such as posters, web banners, and sweatshirts.

PROJECTS

Artistic Director

But You Seem Fine - Senior Capstone Project

🛗 January 2019 - May 2019

- Seattle, WA
- Created style guide and artistic guidelines for But You Seem Fine, a mobile interactive story game developed in Unity with a team of 4 people.
- Made art assets such as character images and UI elements using Photoshop and Illustrator.
- Designed app icons, stickers, and other promotional graphics.
- Developed the overall story, characters, and premise for the game.

UX/UI Designer

Jellyfish OS - Mobile Application Design

- Seattle, WA
- Worked on a team of 8 students to establish a design language for a mobile OS.
- Used Figma to iteravely design a Messages app according to the team's style guide.
- Linked wireframes for our prototype in Figma.
- Created almost 80 icons to unify our visual design.