Angela Y. He

Product Designer

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EDUCATION

Emory University
ATLANTA, GA • MAY 2018

Computer Science & Visual Arts *3.76 GPA*

Interaction Design, Algorithms, NLP, Artificial Intelligence, Data Mining, Sculpture 1 & 2, Film Photography

DIS Study Abroad in Scandinavia
COPENHAGEN, DENMARK • SPRING 2017

Graphic Design Foundations Studio, New Nordic Design

SKILLS

Tools
Sketch, InVision, Abstract, Illustrator, InDesign, Photoshop, AfterEffects, Principle, Usertesting, JIRA

Design Methods
User research & interviews, personas, wireframes, prototyping, user testing, front-end stack

Programming
HTML, CSS, JavaScript, Java, Python, D3.js, SQL, PHP

LEADERSHIP

Creative1836 *Co-Founder, Designer*
Organized Emory's premier student design agency. Partnered with 7 clients to provide graphic/web design services and build brands and identities.

EXPERIENCE

The Atlantic *Product Design Fellow*
WASHINGTON, DC • SUMMER 2018 - PRESENT

Shaping reader experiences through design work for The Atlantic's digital platforms. Designed Ideas section, AMP stories, Help Center, and interactive maps. Currently redesigning entire newsletter suite.

The Learning Tea *Design Intern*
ATLANTA, GA • FALL 2017

Created design deliverables such as menus, event flyers, and stamps to aid The Learning Tea's female scholars in India.

Looking Glass Lab *Data Vis Designer & Programmer*
ST. LOUIS, MO • SUMMER 2017

Designed data visualizations with D3.js. Created tutorial mockups and tested using user studies with 10-17 year olds.

Concur/SAP *Software Design Engineer Intern*
SEATTLE, WA • SUMMER 2016

Incorporated web accessibility into travel application with front-end and WCAG standards for assistive technologies.

SELECTED PROJECTS

Votely App *Interaction Design, UI/UX*
Designed an app to help citizens become more engaged in Atlanta local elections.

Henrik Vibskov Visual Identity *Graphic Design*
Created a visual identity for Danish designer Henrik Vibskov. Developed logo, brand, poster, notebook, tote bag, and app.

INTERESTS

Inclusive design, multi-media storytelling, ceramics, film photography, zines, libraries, running