Seran An

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Education

BS, Interactive Game Design, Computer Science Minor   Aug 2016 - May 2021
- Games in EAE(Entertainment Arts and Engineering) program, University of Utah
- GPA 3.6, Dean's list status as of December 2016 and present
- Related coursework: Object-Oriented Programming, Data structures & Algorithms, Design contexts, 3D Modeling, Interactive Machinima, Human-Computer Interaction, Design Foundation Workshop, User Research

Skills

- Languages: **Java, Python, C#, JavaScript, CSS, HTML**
- Design/Visualization Tools**: Adobe XD, Sketch, Figma, Illustrator, Photoshop, Unity**, Unreal Engine, Maya

Experience

Undergraduate Research Assistant, University of Utah   Feb 2019 - present
- Researched with quantitative analysis and creative visuals on how interactive media can enhance medical treatment and diagnosis by analyzing the mobile apps for timely self-managing treatment of Type2 Diabetes
- Built a responsive prototype with medical graphic simulation and created a safe, controlled embedded system for tracking user's data

UX Designer Intern, Gapp lab/Center for Medical Innovation   Jan - July 2019
- Designed the UI graphics and tested medical games for 100 geriatric patients at the University Hospital
- Prototyped educational games in C# and JavaScript using Unreal Engine and Create Js engines
- Planned UX design changes in therapeutic games according to the user experience test results

Tech Director, HackTheU   Jan2020 - present
- Leading the web design and logistics team to create a public website for registration, event announcement, live chat platform for the largest hackathon in Utah, using AWS and SQL servers to manage the data and HTML, CSS, and JavaScript for the website.

International Ambassador, International Student & Scholar Services   May- Aug 2019
- Coordinated the international orientation for incoming students and helped them with the transition to life at the University of Utah and a new culture.

Ambassador Coordinator, Utah FIRST Robotics   Aug 2018

- Served as a point of contact for students, teachers, mentors at the event ensuring that everyone was on track and their questions were answered. Collaborated with Robot Inspectors to provide the appropriate hardware to students for them to complete their projects successfully.

PROJECTS

Patient empowerment Tech – Hackathon 2019
- Designed the interactive patients' education module that provides a healthy diet for post-therapy who had Alzheimer's disease, Type1 and Type2 Diabetes with statistics, causes, etc. (using HTML, CSS, javaScript, Google Cloud API)