

ANNIE S. PARK

UI/UX Designer & UI Developer

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UC San Diego
June 2017
B.S. Cog Sci HCI

SKILLS

Tools

Sketch App
Photoshop
Adobe XD
Invision
Marvel
Axure RP

Development

HTML ●●●
CSS ●●○
JS ●○○

COURSES

Design

Interaction Design
HCI Design
Pro Web Design
Cognitive Design
Usability
Info Architecture

Development

HCI Coding
HTML/CSS/JS
Computation



WORK EXPERIENCES

UI/UX Design Intern at Lytx, Inc.

Jun - Aug 2016

Directed and completed multiple projects with minimal supervision

- Analyzed and redesigned elements of a new software and prototyped an onboarding solution
- Collaborated with an engineer team to create a high-fidelity prototype with Sketch & Invision of a DVR stand-alone application, giving Lytx's target audience the ability to use Windows
- Completed Google's 5 day sprint process, bringing a high level concept of improving the transportation industry to a concrete solution through an interactive prototype with Sketch & Invision

Web Designer at SIO

Jan - Jun 2016

Designed and implemented Sugihara Lab's website, effectively showcasing their research to the public

- Created the information architecture and content strategy based on user research from card sorting and user interviews
- Completed the website using WordPress CMS and HTML

Academic Integrity Website | academicintegrity.ucsd.edu

Jun - Nov 2015

Redesigned and implemented a decade old website, improving the usability and satisfaction of users

- Identified redesign opportunities to previous website through research by conducting user tests with UCSD faculty and students in person and online
- Created a completely new information architecture based on data from card sorting and user interviews and improved content to be easily understandable
- Created message-driven banners with Photoshop; created website with Cascade Server CMS



PROJECTS

Pauly's Pizza Joint Website | efshung.github.io/4paulys/

Jan - Mar 2017

Collaborated with a designer and engineers to redesign an outdated website based on user-centered research, resulting in a modern and intuitive site

- Conducted in-person interviews, resulting in an understanding of user needs to create personas, storyboards, and competitive analyses
- Designed mockups with Sketch and developed the interface with HTML/CSS via Github

Afterschool Website | after-school.herokuapp.com

Jan - Jun 2016

Collaborated with engineers to prototype a data visualization website for parents with young children

- Conducted research with the DELPHI database using SQL queries
- Designed the website's wireframe and interactive prototype with Axure RP
- Developed the UI using HTML, CSS, Javascript with the Material Design framework

Phetch iOS App

Jun - Dec 2015

Designed an iOS app with a team, providing a way for housemates to communicate better

- Designed high fidelity prototypes with Sketch & Marvel; three iterations were done based on results from in-person user testing