



[anniespark.github.io](https://github.com/anniespark)



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UC San Diego June 2017

B.S. in Cognitive Science, Human
Computer Interaction (HCI)

Minor in Psychology

Skills

Design Process

User Test
Wireframe
Rapid Prototype
Software Prototype
Information Architecture

Prototyping Tools

Axure RP
Sketch App
Adobe Photoshop
Adobe XD
Invision App
Marvel App

Development

HTML/CSS
Javascript
Java
Wordpress CMS
Squarespace CMS
Cascade Server CMS

Languages

Fluent in English
Proficient in Korean

Relevant Courses

HCI Programming Studio
Interaction Design
Usability & Information Architecture
Human Computer Interaction
Computing
Cognitive Psychology
Data Science
Linear Algebra
Java
Neuroanatomy & Physiology

Annie S. Park

UX/UI Designer & Developer

Projects

Afterschool Website

Jan 2016 - Jun 2016

after-school.herokuapp.com

- Collaborated in a team of five people to create a data visualization website for parents and their young children
- Retrieved data from DELPHI database with SQL queries, created personas and storyboards to find user & user needs
- Designed the Afterschool logo with Sketch App, website's wireframe with Axure RP, and interactive prototype with Axure RP
- Version controlling and release management via Github and contributed to front-end implementation of the website with HTML, CSS, Javascript based on Material Design

Phetch iOS App

Jun 2015 - Dec 2015

- Worked in a collaborative team of five people to design a native iOS app for housemates to communicate better
- Designed the Phetch logo with Adobe Photoshop
- Made personas and storyboards, designed high fidelity mockups with Sketch App
- Implemented interactive prototypes with Marvel App and did user testing, redesigning the app in three iterations

Academic Integrity Website Redesign

Jun 2015 - Nov 2015

academicintegrity.ucsd.edu

- Worked mostly independently on redesigning and implementing the website while communicating with the AI office and collaborating with the UX Designer and Content Strategist from C&WS
- Research stage included identifying redesign opportunities to previous website and core mission of the AI Office, conducting user tests with UCSD faculty and students in person and online, designing the information architecture with card sorting, worked on rewriting content
- Made paper prototypes of the website, used Adobe Photoshop to create the banner images, implemented website with Cascade Server CMS

Work Experience

UX/UI Design Intern at Lytx, Inc.

Jun 2016 - Aug 2016

- Assigned to a variety of projects under the mentorship of a UX Designer
- Worked on several projects which include working on their new platform, designing a stand alone application, and coming up with an app idea
- New platform - worked on redesigns and onboarding solutions
- Stand alone application - designed a high-fidelity prototype for the software engineers to implement
- App idea – given high level prompt to come up with an idea to help the transportation industry and at the end of the 5 day sprint process, brought an interactive prototype of app called Rest Easy to creation
- Throughout these projects, worked with Sketch, Invision, XD, Photoshop, and Illustrator

Web Designer at Scripps Institute of Oceanography Jun 2015 - Dec 2015

- Worked independently on designing and implementing Sugihara Lab's website with close communication with the Principal Investigator – deepeco.ucsd.edu
- Used card sorting and user interviews during research stage to come up with the information architecture and content strategy
- Implemented the website using WordPress CMS and HTML