ANNIE S. PARK
UI/UX Designer & UI Developer

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UC San Diego June 2017 | B.S. Cognitive Science Human Computer Interaction, Minor in Psychology

I am a recent grad seeking an entry level position as a UI/UX Designer or UI Developer. I am equipped with 2 years of packed experiences through part-time jobs, internship, courses and projects.

- SKILLS -

Design
Interaction Design
Prototyping
User Research
Info Architecture

Tools
Sketch App
Axure RP
Photoshop
Adobe XD
Invision
Marvel

Development
HTML
CSS
Javascript

- COURSES -

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

Development
HCI Programming
HTML/CSS
Computation

EXPERIENCE

Pauly's Pizza Joint Website | efshung.github.io/4paulys/   Jan 2017- 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Collaborated with a designer and engineers to redesign an outdated website based on user-centered research, resulting in a modern and intuitive site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

UI/UX Design Intern at Lytx, Inc.   Jun 2016 - Aug 2016
Brought to completion multiple projects under a Senior UX Designer
• 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

Afterschool Website | after-school.herokuapp.com   Jan 2016 - 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

Web Designer at SIO   Jan 2016 - 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

Phetch iOS App   Jun 2015 - 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

Academic Integrity Website | academicintegrity.ucsd.edu   Jun 2015 - 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