

ANNIE S. PARK

UI/UX Designer & UI Developer

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SKILLS

Design

Interaction Design
Prototyping
Wireframe
User Experience
HCI
User Testing

Tools

Sketch App
Axure RP
Photoshop
Adobe XD
Invision
Marvel

Development

HTML
CSS
Javascript
Java

COURSES

Design

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

Development

HCI Programming
HTML/CSS
Computation
Java

UC SAN DIEGO June 2017 | B.S. Cognitive Science Human Computer Interaction

EXPERIENCE

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

Jan 2017- Mar 2017

- Worked in a team to design a website for Pauly's Pizza Joint
- Interviewed client and client's customers; created personas, storyboards, competitive analyses
- Created mockups with Sketch
- Made design changes and contributed to UI development with HTML/CSS
- Designed deliverables to present each week

UI/UX Design Intern at Lytx, Inc.

Jun 2016 - Aug 2016

- Completed projects under the mentorship of a UX Designer
- New platform - worked on redesigns and onboarding solutions
- Stand alone application - designed a high-fidelity prototype that went out for production
- App prototype—at the end of the 5 day sprint process, brought a high level concept of improving the transportation industry to a concrete solution through an interactive prototype
- Throughout these projects, used Sketch, Invision, XD, Photoshop, and Illustrator

Afterschool Website | after-school.herokuapp.com

Jan 2016 - Jun 2016

- Worked in a team to create a data visualization website for parents with young children
- Retrieved data from DELPHI database with SQL queries, created personas and storyboards and conducted research to find user & user needs
- Designed the website's wireframe and interactive prototype with Axure RP
- Version controlling and release management via Github and contributed to UI development with HTML, CSS, Javascript with Material Design framework

Phetch iOS App

Jun 2015 - Dec 2015

- Collaborated with a team 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

Web Designer at SIO | deepeco.ucsd.edu

Jun 2015 - Dec 2015

- Worked independently on designing and implementing Sugihara Lab's website in collaboration with the Principal Investigator
- 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

Academic Integrity Website Redesign | academicintegrity.ucsd.edu

Jun 2015 - Nov 2015

- Worked mostly independently on redesigning and implementing the website
- 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, working on rewriting content
- Made paper prototypes of the website, used Adobe Photoshop to create the banner images, implemented website with Cascade Server CMS