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 Usability Info Architecture

Development

HCI Programming HTML/CSS Computation Java **UC SAN DIEGO** June 2017 | B.S. Cognitive Science Human Computer Interaction

EXPERIENCE

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 for the software engineers to implement
- 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 in a 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

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

- Worked mostly independently on redesigning and implementing the website
- Research stage included identifying redesign opportunities to previous website and core mission of the Al 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