

# Ashley Miao

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<b>education</b>	<b>University of California, Los Angeles   Class of 2020</b> Linguistics and Computer Science, B.A., Honors College, GPA: 3.5/4.0
<b>skills</b>	<b>Software:</b> Figma, InVision, Adobe Photoshop, Adobe Illustrator, Adobe XD <b>Focuses:</b> Wireframing, Prototyping, Product Development, User Research <b>Web:</b> HTML5/CSS, JavaScript
<b>experience &amp; involvement</b>	<b>UI/UX Intern   PlayFull</b> <b>June 2018 - Sep 2018</b>
	<b>UI/UX Intern   Vanth</b> <b>Jan 2018 - Present</b> Redesigned website, recruiting over 150 new seamstresses in one month. Surveyed customers and conducted research interviews with seamstresses. Creating wireframes and prototypes for web app.
	<b>External Sites Director   Daily Bruin</b> <b>Oct 2017 - Present</b> Will begin position as External Sites Director in the fall. Currently working as a front end developer and designer for Bruinwalk. Developed alerts and updates for professor pages. Conducted interviews and surveys of UCLA students. Creating apartment search flow and user interface.
	<b>Design Officer   UCLA ACM</b> <b>Oct 2017 - Present</b> Developed visual branding and logos for internal boards and six branches of the organization. Created cohesive event banners and maintained stylistic consistency. Currently redesigning website.
	<b>DevX BruinHub</b> <b>Jan 2018 - Present</b> Creating visual branding, graphics, and UI/UX for app that combines calendar, reminders, menu, and upcoming events features into a single dashboard for UCLA students.
<b>projects</b>	<b>Alpha Kappa Psi</b> <b>June 2017 - Present</b> Created visual branding and graphics for fall recruitment, helping lead to the highest number of applications in chapter history, Leading design committee for spring campaign.
	<b>Match Start</b> <b>July 2017 - Aug 2017</b> Used self-taught HTML/CSS, JavaScript, and jQuery to program a number tile matching game.