

ashley boone

ux design and research

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work experience

Student UX Designer | Seattle Children's Hospital
Seattle, Winter 2020 - Present

- Conducted and analyzed **sixteen participant interviews** to identify touch points and reveal pain points contributing to nurse burnout.
- **Introduces an activity** that promotes proactive planning by prompting families to consider their first night at home

UX Design Assistant | University of Washington
Seattle, Spring 2018 - Present

- **Influenced team decision making** on long term product road-maps by effectively communicating design recommendations to designers, developers, and project managers.
- Create intuitive and accessible **tools for mobile and desktop** by conducting user research, creating workflows and interactive prototypes, and evaluating design solutions through usability tests.

User Research Assistant | User Empowerment Lab
Seattle, Summer 2018 - Present, Principal Investigator Alexis Hiniker

- Design and conduct **interviews, focus groups, and participatory design sessions** with diverse groups of users.
- **Analyze qualitative data** to outline recommendations and design implications in three academic papers.

Freelance Web Design and Development
Seattle, Spring 2018 - Spring 2020

- Independently **design and develop user interfaces** to produce four websites that promote non-profit organizations and small businesses.
- **Manage and implement client feedback** to create web interfaces they love, and present process and final product to non-technical teams.

featured projects

The Science of Play | Outreach Program, Autumn 2019 - Spring 2020

- Leverage a **user-centered approach** to build eight hours of innovative outreach curriculum to engage underrepresented students with STEM.
- **Coordinate team efforts** by directing eleven volunteers, two student researchers, and one faculty advisor.
- Received **"Undergraduate Innovation Team Award"** for developing novel practices that exemplify human centered design principles.

Spectrum | Society of Women Engineers Hackathon, Spring 2018

- Lead a team of four through the user centered design process to **rapidly prototype a mobile application** that empowers patients to track the physical and psychological symptoms of new medications.
- Team was recognized for **"Best User Experience."**

education

University of Washington

B.S. Human Centered Design and Engineering
Focus in Human Computer Interaction
Graduate June 2020, 3.89 GPA (Dean's List)

Related Coursework: User Centered Design, Inclusive Design, Interactive Prototyping, Physical Prototyping, Visual Communication, Interaction Design, User Research, Usability Testing, Technical Writing, Organizational Teamwork, Computer Programming, Web Technologies

leadership & awards

Husky 100

Nominated and chosen from 500+ applicants to represent the UW student body in 2020

Instructor, Choreographer

UW Salsa Club, Fall 2018 - Present

Best Hack

SWE Hacks, Spring 2019

Best User Experience

SWE Hacks, Spring 2018

Purple & Gold Scholarship

University of Washington, Spring 2016

skills

HTML, CSS, PHP
React, Firebase
Adobe Creative Suite
Sketch, Figma
User Research Methods
Qualitative Data Analysis
Participatory Design
Wireframes
Prototyping
Usability Testing
Workflows
Participatory Design
Accessibility