

SKILLS

User research
Usability testing
Prototyping
Mockups/Wireframing
Personas & Scenarios
User Journey
Competitive analysis
Heuristic evaluation
Design thinking
Graphic design

TOOLS

Adobe XD, Photoshop CC
Invision
Balsamiq
Lucidchart
Wordpress
MS Word, Excel, PPT
Android Studio
Git

CODING

Java
Python
HTML/CSS

EDUCATION

University of California, Irvine — June 2017

B.S. in **Informatics**, specialization in **HCI**

WORK

SHARP — *UX Designer & Researcher* | Aug 2017 — Oct 2018

- Providing UX perspective & direction to developer team through competitor analysis, user journeys, wireframes, rapid prototypes, and conducting usability testing of project concepts
- Following design trends/industry standards to create UI & UX for mobile and web applications
- Works in Agile process to present research findings, design concepts and recommendations to product owner, managers, & development team

HireRight — *User Acceptance Testing Intern* | Jun 2016 — Sept 2016

- Conducted UAT on company's new software across web and mobile platforms
- Wrote and ran test cases, logged defects and worked with product managers and developers to improve overall UI/UX

COURSE EXPERIENCE

Smart Office Assistant: Android App | Fall 2016 — Winter 2017

- Worked with SHARP clients to develop a proof of concept Android app in team of 5
- Lead UI & front-end development, created wireframes, UML diagrams, requirements, personas, use cases and conducted usability evaluation and user testing

Pettr: Web App | Winter 2017

- Created functional prototype for a pet match and adopt web app in team of 4
- Worked as front-end web designer using ReactJS, created wireframes and conducted user testing with potential users

UCI Disability Center Usability Report | Spring 2016

- Worked with UCI Disability Center clients to evaluate the usability of their website, conducted surveys, user testing and interviews in a group of 5
- Wrote usability evaluation report with analysis, findings and recommendations for UX improvements

Lume & Fade: Game App | Fall 2016

- Role as UI/graphic/game designer, web developer & storywriter for a playable demo of a 2D side-scroller platform game in a group of 5
- Worked on extensive game design document & lead writer for original story