

Carolyn Huynh

User Experience Designer | Front End Developer

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Hello world!

I'm a UX designer and front-end developer comfortable in UX/UI development for both 2D and 3D environments. I wholly incorporate the user centered design process into everything I create and derive joy from tinkering with new technology!

SKILLS

UX

Keynote
Sketch
Photoshop
InDesign
Wireframing
Rapid prototyping
Flow chart
IA
InVision
Popapp

VR

Unreal Engine
Unity
Google Cardboard

RESEARCH

Qualitative
Surveys
Usability testing
Personas
User scenarios
Storyboarding

HARDWARE

Arduino (C/C++)

DEVELOPMENT

HTML
CSS, SASS/LESS
Git
Ruby, Rails
Processing
Javascript
Node.js
jQuery
React, Flux
Bootstrap

EXPERIENCE

Fig Loans, Techstars, Spring '16

User Experience Designer

03/2016 - Present

"Fig Loans is a social impact venture and Techstars company in the spring 2016 program. Our mission is to provide a lower cost, credit building alternative to borrowers who would otherwise take out a payday loan."

-Responsible for overseeing the makeover of their website, UI development and bug sprints

University of Washington

TA, CSE 120 Computer Science Principles

03/2016 - Present

- Teacher's assistant for an introductory computer science course for fundamental concepts of computer science and computational thinking. Includes logical reasoning, problem solving, data representation, abstraction, the creation of "digital artifacts" such as Web pages and programs, managing complexity, operation of computers and networks, effective Web searching, ethical, legal and social aspects of information technology.

- Help lead, grade and teach a section of 30 students

University of Washington-IT

User Experience Designer, Graduate Assistant

01/2016 - Present

- User research on user personas, needs/desires, scenarios for Identity.UW

- UI development using Django and Python for Identity.UW

- Wireframing for both lo-fi and high-fi iterations

Mindspace

Jr. Developer

12/2014 - 12/2015

- Gamification front end development for clients that include Google, Starbucks, Cedars Sinai Hospital, etc. Stack: HTML, CSS, SASS, Bourbon, Jekyll, Javascript, React, and Flux.

- Wireframing features for the company's product, a LMS

Thetus Corporation

Development Intern

10/2014 - 11/2014

-Tasked with upgrading features of the product built with Ractive.js from 0.4 to 0.6.

-Acted as support for the latest release and worked on reported bugs issued on Jira

EDUCATION

University of Washington, M.S. Candidate

Sept 2015 - June 2017

Human Centered Design & Engineering

Chronos Virtual Reality (VR) Bootcamp

March-April 2016

Introduction to Unreal Engine

Epicodus

Jul 2014 - Nov 2014

Web Development

Seattle University, B.A.

Sept 2007- June 2011

Journalism, Concentration on Public Affairs