

# Carolyn Huynh

User Experience Designer  
<http://care0hlyn.github.io/>

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## 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

### Google

#### *User Experience Designer + Prototyper intern*

07/2016- 09/2016

- Research, prototype and ideate user interactions/onboarding for the Cloud Platform team
- Worked on the home dashboard creating a recommendations card
- Built the UI for an internal tool for the CloudUX team for a chrome extension and prototyped using React.js, Sketch and Material Lite
- Prototyped in Framer.js, Angular.js, Polymer, created wireframes with Sketch

### Fig Loans, Techstars, Spring '16

#### *User Experience Designer*

03/2016 - 06/2016

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

### University of Washington

#### *TA, CSE 120 Computer Science Principles*

03/2016 - 06/2016

- 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 - 06/2016

- 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

#### *Junior 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*

### Epicodus

Jul 2014 - Nov 2014

*Web Development*

### Seattle University, B.A.

Sept 2007- June 2011

*Journalism, Concentration on Public Affairs*