

Carolyn K. Huynh User Experience Designer

CONTACT

Email: ckhuynh20@gmail.com

Portfolio: care0hlyn.github.io

EDUCATION

University of Washington

Master of Science in Human Centered Design & Engineering

Expected graduation 03/17

Concentration: physical prototyping, interaction design, rapid prototyping, UX design

Epicodus

07/2014-09/2014
Full stack web development

Seattle University

09/2007-06/2011 B.A. in Journalism with a concentration in public affairs

EXPERIENCE

Google | User Experience Design Intern

07/2016-09/2016

Research, prototype and ideate user interactions/ onboarding for compute engine. Prototyped in HTML/ CSS/JS/Polymer, created wireframes with Sketch and built the UI for an internal tool using React.js and Material Lite

Figloans | UX Designer & developer

03/2016-06/2016

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

University of Washington | Teaching assistant

03/2016-06/2016

TA for an introductory computer science course for fundamental concepts of computer science and computational thinking.

University of Washington | UX Design Graduate Assistant 01/2016-06/2016

U 1/20 16-06/20 16 Llear research ar

User research on user personas, needs/desires, scenarios for Identity.UW. UI development using Django and Python for Identity.UW. Wireframing for both Io-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.

Thetus | Front End Development Intern

10/2014-12/2014

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

SKILLS

UX | Keynote, Sketch, Photoshop, InDesign, Wireframing, Rapid prototyping, interaction design, flow chart, IA, InVision, Pop

Research | qualitative, survey analysis, usability testing, personas, user scenarios, storyboarding

Development | HTML, CSS, SASS/LESS, Git, Ruby, Rails, Processing.js, Javascript, Node.js, jQuery, Bootstrap, Material Lite, Polymer