

CAROLINE MAO

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EDUCATION

**Barnard College,
Columbia University**
New York, NY
2018 - 2022
GPA: 3.7
B.A. Computer Science

SKILLS

Wireframing
Prototyping
User research
Usability testing
Branding
Illustration
Graphic design
Sketching
User flows

TOOLS

Sketch
Figma
Adobe XD
Framer
Balsamiq
Miro
Whimsical

Photoshop
Illustrator
InDesign

PROGRAMMING

HTML/CSS
JavaScript
Python
Java
C/C++
Git
SQL

COURSES

Contextual Design
Drawing / Painting
Psychology
Data Structures
Advanced Programming

EXPERIENCE

Columbia Daily Spectator, Product Designer

October 2020 - present

- Designed a portfolio showcasing projects created by Columbia University's newspaper, working with 8 product designers, a product manager, and developer teams

Columbia Virtual Campus

Design Lead, September 2020 - present

- Lead and mentor 6 junior designers, communicate with 3 developer teams and 1 marketing team
- Optimize website interface and experience using an MVP approach

UX Designer, April 2020 - September 2020

- Prototype designs of a website dedicated to remote Columbia University events and resources that receives 200 unique views/week
- Provide feedback on design iterations with 7 other designers
- Conduct user research testing and create illustrations

Ferns, UX Designer

May 2020 - present

- Prototype designs of a mobile app, Ferns, which gameifies socializing
- Code designs in HTML/CSS/JavaScript and ship designs to 1 backend developer
- Develop design system, visual identity and branding

PROJECTS

Asian Academic Quizbowl Alliance, Web Design and Development

June 2020 - present (in progress)

- Wireframe and prototype 6 website pages for an academic competition organization, including visual identity and graphics
- Manage design system and iterate designs according to feedback from AAQA committee

Product Buds Project Jam, Product Designer

November 2020

- Prototyped Envoy, MVP of a healthcare scheduling application in 48 hours, in collaboration with 3 PMs who created the case study and pitch deck. Won 2nd place.

ACTIVITIES

4x4 Magazine, Visual Editor

February 2020 - present

- Design and typeset magazine layout using Adobe InDesign
- Promote literary community events by designing social media flyers

STEM League, Student Mentor

June 2020 - August 2020

- Taught a remote web development curriculum for 6th-10th graders focusing on HTML/CSS and JavaScript
- Created a workshop teaching students to prototype in Figma