



**crystal kwok**  
user experience design & research

designing to redefine how people  
think about and engage with  
common experiences

## EDUCATION

**University of California, San Diego**  
**University of Melbourne, Australia**  
B.S. Psychology (Cognitive & Social)  
minor : Computer Science  
relevant coursework in Human -  
Computer Interaction  
expected graduation in June 2015

## SKILLS

### PROGRAMMING

Java , C , C++ , HTML, CSS , Javascript,  
jQuery, Linux

### USER CENTERED METHODS

User Interviews and Research, Usability  
Testing, Storyboarding, Personas, User  
Stories, Wireframing, Prototyping,  
Iterative Design, Competitive Analysis,  
Heuristic Evaluation

### OTHERS

Adobe Creative Suite , Microsoft 365,  
Sound Checks, ProPresenter

## ACTIVITIES

**Small Group Leader**  
**A / V Technician**  
**LIFE Christian Fellowship**  
Aug 2012- Present

- organize and lead women's and community group events
- prepare extensively with a team to lead discussions every week
- assist the Audio Visual Team with slideshows and sound checks
- tutor local and refugee children in the local community

## EXPERIENCE

### UX DESIGN INTERN FRONT END DEVELOPER

Jan 2015-Present

*Foundation for Learning Equality & KA Lite*

- redesign and rethink the user interface, interaction, and experience of the KA Lite application and website with data visualization

### RESEARCH ASSISTANT

Mar 2014-Present

*UCSD Perception and Cognition Lab, Professor John Serences*

- study perceptual learning through behavioral and EEG studies
- use MATLAB, EEG, and eye tracker

### ASSISTANT ART INSTRUCTOR DESIGNER

Jun 2010 - Present

*Rainbow Art & Rainbow Canvas*

- design art lessons and instruct children on drawing and painting
- design company website, flyers, and logos

### INSTRUCTIONAL ASSISTANT UC San Diego Psychology Department

Sept 2014 - Dec 2014

- undergraduate Teaching Assistant for Cognitive Psychology under Professor Angela Lowe

## PROJECTS

### TIMELINE : ux / ui designer

Aug 2014 - Dec 2014

- designed experience and interface of a working mobile app to view personal events based on importance and priority with a design team
- conduct user testing and usability tests

### MYEPLAY : ux / ui / interaction designer

Sept 2014 - Dec 2014

- designed a working eye-tracking based entertainment suite for patients with locked-in syndrome with software engineers

### CROWN : ux / ui designer & front-end developer

August 2014

- design goal-based web-based calendar for students to maximize their time and to make the important, urgent with a design team
- create website with HTML, CSS, and JS

### FLUNKLESS : ux designer & researcher

Apr 2014 - Jun 2014

- design a web-based synchronous communication between professors, TAs, and students during lecture with a design team
- conduct user interviews, and created visionings, wireframes, and prototypes