CRYSTAL KWOK

user experience design & research

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

portfolio   crystalkwok.github.io
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education

University of California, San Diego
University of Melbourne, Australia
B.S. Psychology (Cognitive & Social)
minor : Computer Science
relevant coursework in Human - Computer Interaction
GPA : 3.58

skills

PROGRAMMING
Java , C , C++ , Linux, GVIM, Git, GDB, HTML, CSS , Javascript, JQuery

USER CENTERED METHODS
User Interviews and Research, Usability Testing, Storyboarding, Personas, User Stories, Wireframing, Prototyping, Iterative Design, Competitive Analysis

OTHERS
Adobe Creative Suite , Microsoft 365, Sound Checks, Axure, InvisionApp

experience

UX DESIGN INTERN   Jan 2015 - Present
Learning Equality
design the experience and interface of curating content of the KA Lite application to provide offline education all over the world.

RESEARCH ASSISTANT   Mar 2014 - Present
Design Lab, Prof. Scott Klemmer & Catherine Hicks
Perception and Cognition Lab, Prof. John Serences
research peer feedback using qualitative and quantitative design and psychological methods with PeerStudio (Stanford) & Oppia (Google).
study visual perceptual learning through behavioral and EEG studies using MATLAB, EEG, and eyetracker.

INSTRUCTIONAL ASSISTANT   Sept 2014 - Present
UCSD Psychology, Cognitive Science Dept
undergraduate Teaching Assistant for Cognitive Psychology.
oversee and mentor projects focusing on user research and design for Jim Hollan's Cognitive Design Studio.

ASSISTANT ART INSTRUCTOR   Jun 2010 - Aug 2014
DESIGNER
Rainbow Art & Rainbow Canvas
design art lessons and instruct children on drawing and painting.
design company website, flyers, and logos.

select projects   *(view website portfolio for more)*

TIMELINE   ux / ui designer & researcher   Aug 2014 - Dec 2014
design experience and interface of a working mobile app to view personal events based on importance in a vertical timeline view.
conduct user testing and create prototypes with a design team.
deep study in time and information visualization in Cognitive Science.

MYEPLAY   ux / ui / interaction designer   Sept 2014 - Dec 2014
design 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
create and design an interactive goal-based web-based calendar for students to maximize their free time to fulfill their goals.

activities

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