

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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phone 626.888.9821

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: Don Norman, Scott Klemmer, Catherine Hicks Perception and Cognition Lab: 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 DESIGNER

Jun 2010 - Aug 2014

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.