



crystal kwok
user experience design & research

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

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

designing to redefine how people think about and emotionally engage with common experiences to make what the user is passionate about matter most

EXPERIENCE

UX DESIGN INTERN

Jan 2015-Present

FRONT END DEVELOPER

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

SELECT PROJECTS (more information and projects on website)

TIMELINE : ux / ui designer

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