

CRYSTAL KWOK

user experience design & research



designing to change
cognitive thinking &
emotional
engagement by
redefining 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

OTHERS

User Interview & Research, Human-
Centered Design, Wireframing,
Prototyping, Adobe Creative Suite,
Sound Checks, Axure, InvisionApp

experience

RESEARCH ASSISTANT

Mar 2014 - Present

Design Lab Don Norman, Scott Klemmer, Jim Hollan, Catherine Hicks
Perception and Cognition Lab John Serences

1 of only 2 undergraduate researchers in the lab chosen to conduct research on improving online learning and peer feedback through context scaffolding using design and qualitative research methods with PeerStudio (Stanford) and Oppia (Google affiliates).
Wireframe and prototype interface designs for experiments.
Study effects of attention on visual perceptual learning through assisting behavioral, eyetracking, and EEG studies.

UX DESIGN INTERN

Jan 2015 - June 2015

Learning Equality

Wireframe and prototype the new experience for content curation to allow teachers to provide offline education for third world countries. Conduct user testing and create minimalist interface for intuitive use.

INSTRUCTIONAL ASSISTANT

Sept 2014 - June 2015

UCSD Psychology, Cognitive Science Dept

Ensure success in Cognitive Psychology for 200+ students by assisting with comprehension through review sessions and office hours.
Mentor 20+ students and oversee 5+ projects focusing on qualitative user research and design for Jim Hollan's Cognitive Design Studio.

ASST. ART INSTRUCTOR & DESIGNER

Jun 2010 - Aug 2014

Rainbow Art & Rainbow Canvas

Design company flyers, logos, and website through mockups.
Instruct 20+ children on drawing and painting based on individual levels and references while fostering creativity.

select projects

(view website portfolio for more)

MUSTASKE.COM

Apr 2015 - Present

ux / ui designer, front-end developer, user researcher

Research, design, and create a web application that facilitates live question-asking and voting for questions for better communication between students and professors.

TIMELINE ux / ui designer & researcher

Aug 2014 - Dec 2014

Design the new 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.
Cognitive scientific study in time and information visualization.

activities

Small Group Leader

Aug 2012- June 2015

A / V Technician

LIFE Christian Fellowship

Lead and organize community & women's ministry events (40+ people).
Lead discussions for groups between 2-7 people twice every week.
Assist the Audio Visual Team with slideshows and sound checks.
Tutor local and refugee children in the local community.