

CYNTHIA HONG

UX DESIGNER

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cynthiahong.com | <https://github.com/cynthiahong>

OBJECTIVE

Offering excellent employment skills for an entry-level position as a user experience (UX) designer in user research and interaction design within your company with opportunities for advancement.

MY SKILLS

- Usability Evaluation and Testing
- Information Architecture
- User Research & Persona Creation
- Wireframe Production
- Rapid Prototyping, Storyboarding
- HTML/CSS, JavaScript
- Sketch, Balsamiq, Adobe Photoshop, Invision

RELEVANT COURSES

CURRENT

COGS 102C: Cognitive Design Studio

COGS 198: Independent Research

COGS 160: Interaction Design Research

PAST

COGS 120: Interaction Design

COGS 187A: Usability and Information Architecture

EDUCATION

University of California, San Diego

B.S. in Cognitive Science with

Specialization in Human-Computer-Interaction, 2017

WORK EXPERIENCE

UCSD

(APRIL 2015-PRESENT)

Mail/Clerical Assistant

- Provides telephone and in-person customer service for residents, guests, and professional staff
- Working the front desk, receptionist, duties, and mailroom
- Data entry, maintain records, computer files, and reports
- Responsible for issuing keys and packages to residents

Planet3

(MARCH 2016-PRESENT)

Design Researcher Intern

- Currently conducting user interviews with teachers for the Moonshots Project, an initiative to send a student curated time capsule to the moon
- Presented research findings to the client every week

PROJECTS

Pierre

Mobile Web App + UX/UI Designer

(JAN-MAR 2016)

- Designed and developed a mobile web application, allowing high school seniors to set up appointments with college students and receive a more personalized experience
- Iterated through low & high fidelity prototyping tools such as paper & pen, Sketch
- Created storyboards, workflows, and conducted A/B testing with Google Analytics

Mobile Playlist Management

Information Architect + UI Designer

(MAR 2016)

- Created an information architecture wireframe for mobile playlist management
- Conducted interviews, user scenarios, walkthroughs, created a competitive analysis with 3 different music platforms, and created a high resolution wireframe with PhotoShop and Invision