

# Elizabeth Dinh

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## Education

University of California, Santa Cruz

Graduation Date: August 2020

- B.A. in Computer Science and B.S. in Cognitive Science
- Overall GPA: 3.15/4.00

## Experience

Tech4Good Undergraduate Research Assistant

September 2019 – September 2020

- Studied the intersection of computational systems and human-computer interaction and acted as a UX designer and front-end developer on projects.
- Designed high fidelity prototypes with Figma and conducted interviews for needfinding and evaluation of microlearning platform, Collectively.
- Used AngularJS and TypeScript to implement the Tech4Good website.
- Increased the number of Collectively participants by 175%.

## Projects

Virtual Pet Game/Mood Tracker

January 2021 – present

- Drew sprites and used Godot, GDScript, and Python to make a virtual pet game that also helps keep track of the user's moods over time.
- Submitted as an entry to CruzHacks 2021 and won a \$2000 sponsorship from UC Santa Cruz to continue the project as a team of 4.

UCSC Undergraduate Research Opportunities

January 2020 – March 2020

- Redesigned the UCSC undergraduate research opportunities mobile website to make improvements to the user experience.
- Worked in a team to define design requirements and user scenarios from user research, created low fidelity prototypes, and ran both A/B testing and WoZ testing.

WorldBuilder

September 2019 – December 2019

- Designed and developed a procedural map generator for tabletop RPGs such as Dungeons and Dragons and Pathfinder.
- Practiced Scrum and Agile methodologies in a team for CSE 115A: Intro to Software Engineering.
- Implemented UI and database into the web app using JavaScript, React.js, Node.js, and Firebase.
- Conducted use-case analysis and designed high fidelity prototypes with Figma.

## Skills

**Methodologies:** Scrum, Agile, usability testing, A/B testing, personas, stakeholder interviews, user interviews, wireframes, prototypes, use case analysis, heuristic evaluations, user stories, WoZ testing

**Languages/Frameworks:** Java, C, Python, JavaScript, SQL, PostgreSQL, React.js, Node.js, HTML, CSS, Sass, Android SDK, Firebase, D3.js, jQuery, TypeScript

**Software Tools/Engines:** Git, UNIX, Visual Studio Code, Godot

**Design Tools:** Adobe CC, Figma, InVision