Elizabeth Dinh

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Education
University of California, Santa Cruz   Expected Graduation Date: August 2020
- B.A. in Computer Science and B.S. in Cognitive Science
- Overall GPA: 3.15/4.00

Experience
Tech4Good UX/UI Designer and Researcher   September 2019 – present
- Studying the intersection of computational systems and human-computer interaction under the guidance of Professor David Lee.
- Designing high fidelity prototypes with Figma and conducting interviews for needfinding and evaluation of microlearning platform, Collectively.
- Increased community engagement by 175%.

Projects
UCSC Undergraduate Research Opportunities   January 2020 – present
- Redesigning the UCSC undergraduate research opportunities mobile website to make improvements to the user experience.
- Working in a team to define design requirements and user scenarios from user research, create low fidelity prototypes, and run both A/B testing and WoZ testing.

Credit Karma Redesign   September 2019 – January 2020
- Redesigned the Credit Karma UI to make improvements to the user experience.
- Ran usability studies to analyze quantitative and qualitative data for evaluation of user needs and potential improvements to the interface.
- Sketched wireframes and designed a high-fidelity mockup using Figma based on results from the usability studies.

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
Software Tools: Git, UNIX, Visual Studio Code
Design Tools: Adobe CC, Figma, InVision