

# Elizabeth Dinh

<https://elizabethdinh.me/>  
etdinh@ucsc.edu  
(949) 599-8995  
Santa Cruz, CA

## Education

University of California, Santa Cruz

Expected Graduation Date: June 2020

- B.A. in Computer Science and B.S. in Cognitive Science
- Overall GPA: 3.12/4.00

## 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 and conducting qualitative research for needfinding and evaluation of microlearning platform, Collectively.
- Fostering a community of 50+ people who are interested in exploring various academic and skill building topics, such as machine learning and 3D modeling.

## Projects

UCSC Undergraduate Research Opportunities

January 2020 – present

- Redesigning the UCSC undergraduate research opportunities website to make improvements to the user experience.
- Working in a team to define design requirements from user research, create low and high fidelity prototypes with Figma, and run usability studies.

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 to evaluate 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 heuristic evaluations, and designed high fidelity prototypes with Figma.

## Skills

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

Software Tools: Git, UNIX, Visual Studio Code

Design Tools: Adobe CC, Figma, InVision