

# Elizabeth Dinh

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

## 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