

Ellen Van Wyk

206.718.0867

ejvw@berkeley.edu

ellenvanwyk.github.io

EDUCATION

UC Berkeley

2016

Master of Information Management and Systems

UW Seattle

2013

BS, Neurobiology

BA with Honors, Visual Arts

FEATURED PROJECTS

et al Health / UX Design

2016 / Berkeley, CA

Designed wireframes & HTML/CSS for doctor search tool.

Conducted interviews, usability tests, & competitive analysis.

Placed 3rd out of 260 in our Big Ideas track & won the Chen award.

At Ease / Animator + Designer

2012 - 2013 / Seattle, WA

Contributed to production of a 5 minute animated short in Maya as part of the UW animation capstone.

TOOLS + SKILLS

Photoshop, Illustrator, and InDesign
Sketch and Axure

Autodesk Maya

HTML & CSS

MATLAB

Certified Natural Science Illustrator

DESIGN + RESEARCH

JPL NASA / CAE UX Lead

2017 – Present / Pasadena, CA

Led UX for Computer Aided Engineering, including custom tools.

Interviewed users & stakeholders to develop flows, personas, & product direction.

Created & tested iterations of Sketch wireframes and prototypes.

Developed visual style for web apps & implemented look & feel in CSS/HTML.

Cornell University / UX Designer + Researcher

2016 / Berkeley, CA

Redesigned Local Ground, a tool for spatial storytelling and analysis.

Conducted user research & created interactive prototype, including visual design, in HTML/CSS/JavaScript. Presented UI at workshop.

UC Berkeley School of Information / Designer + Researcher

2016 / Berkeley, CA

Designed & built three websites using HTML, CSS, & Wordpress.

Wrote sections of research papers & designed research experiment.

Amazon.com / UX Design Intern

2015 / Seattle, WA

Conducted competitive research & developed wireframes for a notification feature in Amazon Marketing Services.

Developed high fidelity prototype for usability testing with 7 users.

Analyzed user study results & finalized UX and visual design.

UW Computer Science Department / Researcher

2013 – 2014 / Seattle, WA

Designed, conducted, & analyzed user study, including survey.

Developed mathematical model using Maya and MATLAB and wrote paper sections.

LEADERSHIP + OUTREACH

UC Berkeley Code 510 / Mentor

2014 - 2016 / Berkeley, CA

Helped high schoolers develop games in Unity, Maya, & JavaScript in weekly meetings. Organized workshops on visual & UX design.

UC Berkeley School of Information / Portfolio Class Instructor

2015 / Berkeley, CA

Co-taught 1-credit portfolio class. All students secured internships.