Ellen Van Wyk UX Designer

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ellenvanwyk.github.io

EDUCATION

University of California
2016 / Berkeley, CA
Master of Information Management and Systems

University of Washington
2013 / Seattle, WA
BS, Neurobiology
BA with Honors, Visual Arts

FEATURED PROJECTS

et al Health UX Designer
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
Figma
Autodesk Maya
HTML & CSS
Certified Natural Science Illustrator

DESIGN + RESEARCH

NASA Jet Propulsion Laboratory UX Designer
2017 – Present / Pasadena, CA
Led UX for projects including engineering analysis for Europa Clipper, Computer Aided Engineering, and operations tools for autonomous spacecraft.
Architected tool suite and processes for operations, and managed a user study to simulate end to end operations and evaluate the success of proposed solutions.
Designed and conducted research studies of engineers using methods including workshops, interviews, contextual inquiry, surveys, and atomic research.
Designed web applications by iteratively creating and testing wireframes and prototypes using Figma and JavaScript/D3 prototypes.
Developed visual style for web apps and implemented look & feel in CSS/HTML.
Led development of design system for Europa Clipper.

UC Berkeley School of Information Designer + Researcher
2016 / Berkeley, CA
Designed and built three websites using HTML, CSS, and Wordpress.
Conducted user research and created interactive prototype, including visual design, in HTML/CSS/JavaScript.

Amazon.com UX Design Intern
2015 / Seattle, WA
Conducted competitive research and developed wireframes for a notification feature in Amazon Marketing Services.
Developed high fidelity prototype for usability testing with 7 users.
Analyzed user study results and finalized UX and visual design.

UW Seattle Computer Science Department Researcher
2013 – 2014 / Seattle, WA
Designed, conducted, and analyzed user study, including survey.

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 and UX design.

UC Berkeley School of Information Portfolio Class Instructor
2015 / Berkeley, CA
Co-taught 1-credit portfolio class. All students secured internships.