

# Ellen Van Wyk

Artist + Scientist = User Experience Designer

ejvw@berkeley.edu

ellenvanwyk.github.io

206.718.0867

## EDUCATION

|  |                    |
|--|--------------------|
| <b>University of California, Berkeley</b> — Master of Information Management and Systems               | 2016 (anticipated) |
| <b>University of Washington, Seattle</b> — Bachelor of Science, Neurobiology                           | 2013               |
| <b>University of Washington, Seattle</b> — Bachelor of Arts with Honors, Interdisciplinary Visual Arts | 2013               |

## DESIGN & RESEARCH EXPERIENCE

|  |                     |
|--|---------------------|
| <b>UC Berkeley School of Information</b> / August 2015 – Present   | <b>Berkeley, CA</b> |
| <i>Graduate Student Researcher</i>   |                     |
| <ul style="list-style-type: none"><li>• Collaborated on experimental design and protocol for a study on youth data literacy</li><li>• Designed and built two websites using HTML, CSS, and Wordpress to organize materials and support research</li></ul>  |                     |
| <b>Amazon.com</b> / Summer 2015  | <b>Seattle, WA</b>  |
| <i>User Experience Design Intern — Amazon Marketing Services</i>   |                     |
| <ul style="list-style-type: none"><li>• Conducted competitive research and developed wireframes with input from management and engineering</li><li>• Developed high fidelity prototype for usability testing with 7 AMS users</li><li>• Analyzed user study results and finalized UX and visual design of system scheduled for release in 2016</li></ul>               |                     |
| <b>University of Washington Computer Science Department</b> / 2013 – 2014  | <b>Seattle, WA</b>  |
| <i>Research Assistant — Facial Expression Research Group</i>   |                     |
| <ul style="list-style-type: none"><li>• Wrote sections of research paper submitted to SIGGRAPH Asia that received positive feedback from reviewers</li><li>• Designed, conducted, and analyzed user study, including survey, for SIGGRAPH Asia paper.</li><li>• Developed components of math model in MATLAB that were integrated into Maya plugin prototype</li></ul> |                     |

## TEACHING & LEADERSHIP EXPERIENCE

|   |                     |
|---|---------------------|
| <b>UC Berkeley School of Information</b> / Spring Semesters 2015 and 2016   | <b>Berkeley, CA</b> |
| <i>Design Instructor — Interface Aesthetics</i>   |                     |
| <ul style="list-style-type: none"><li>• Developed assignments and critiqued student work for graduate level design class</li></ul>  |                     |
| <b>UC Berkeley Code 510</b> / Fall 2014 – present   | <b>Berkeley, CA</b> |
| <i>Mentor for High School Students</i>  |                     |
| <ul style="list-style-type: none"><li>• Supported high school students developing games in Maya and Javascript in weekly meetings</li><li>• Organized workshop on visual and UX design</li></ul>  |                     |
| <b>University of Washington Undergraduate Neuroscience Journal <i>Grey Matters</i></b> / 2012 – 2014  | <b>Seattle, WA</b>  |
| <i>Cofounder and Editor</i>   |                     |
| <ul style="list-style-type: none"><li>• Raised \$3,000 for journal and established ongoing community of over 50 members and bi-weekly publications</li><li>• Recruited and connected art students with authors in sciences to produce editorial illustrations</li></ul> |                     |

## FEATURED PROJECTS

|  |
|--|
| <b>et al Health</b> / Fall 2015 – present  |
| <i>Designer, Researcher, and Developer</i>   |
| <ul style="list-style-type: none"><li>• Designed wireframes and HTML/CSS for doctor search tool, placing 3<sup>rd</sup> out of 260 in our category in Big Ideas@Berkeley</li><li>• Conducted interviews, usability tests, and competitive analysis</li></ul> |
| <b>UW Animation Capstone</b> / Fall 2012 – Spring 2013   |
| <i>Animator, Concept Designer, and Modeler</i>   |
| <ul style="list-style-type: none"><li>• Contributed to production of a 5 minute animated short in Maya</li><li>• Led prop texturing team to create unified look and feel</li></ul>   |

## TOOLS & SKILLS

|                                       |
|---------------------------------------|
| Photoshop, Illustrator, and InDesign  |
| Sketch and Axure                      |
| Autodesk Maya                         |
| HTML, CSS, and Wordpress              |
| MATLAB                                |
| Certified Natural Science Illustrator |