

ELLEN VAN WYK

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ellenvanwyk.github.io

Artist + Scientist = User Experience Designer

EDUCATION

- University of California, Berkeley** – Master of Information Management and Systems 2016 (anticipated)
Relevant Courses: Information Visualization, Web Programming, User Experience Design, Distributed Computing
- University of Washington, Seattle** – Bachelor of Science, Neurobiology 2013
- University of Washington, Seattle** – Bachelor of Arts with Honors, Interdisciplinary Visual Arts 2013

WORK EXPERIENCE

- UC Berkeley School of Information** / August 2015 - Present **Berkeley, CA**
Graduate Student Researcher for Tapan Parikh
- Collaborated on experimental design and protocol for a study on youth interpretations of data
 - Designed and built a site using Wordpress for research group to promote efforts and publish curriculum
- Amazon.com** / Summer 2015 **Seattle, WA**
User Experience Design Intern - Amazon Marketing Services
- Conducted and compiled research on user population and competition
 - Developed high fidelity prototype in Axure for testing with 7 AMS users
 - Analyzed user study results and finalized UX and visual design of system scheduled for release in early 2016
- University of Washington Computer Science Department** / 2013 -2014 **Seattle, WA**
Research Assistant - Facial Expression Research Group
- Wrote sections of research paper submitted to SIGGRAPH Asia, including facial expression psychology and math related work sections, that received positive feedback from paper reviewers
 - Developed components of math model in MATLAB that were integrated into Maya plugin prototype
 - Designed, analyzed in MATLAB, and presented user study experiment for SIGGRAPH Asia paper
 - Presented related work and math research weekly to an interdisciplinary team of artists and computer scientists

TEACHING & LEADERSHIP EXPERIENCE

- UC Berkeley School of Information** / Spring Semesters 2015 and 2016 **Berkeley, CA**
Tutor - Interface Aesthetics
- Developed assignments, critiqued student work, and organized course materials for graduate class
- UC Berkeley Code 510** / Fall 2014 - present **Berkeley, CA**
Mentor for High School Students
- Supported high schoolers developing games in Maya and Javascript in weekly meetings
 - Developed and presented design workshops
- University of Washington Undergraduate Neuroscience Journal Grey Matters** / 2012 - 2014 **Seattle, WA**
Cofounder and Editor
- Recruited and connected art students with authors in the sciences to produce editorial illustrations
 - Raised \$3,000 for journal and established mentorship relations in neurobiology department
 - Established an ongoing community of over 50 members and bi-annual print and online publications

AWARDS & CERTIFICATIONS

Mary Gates Leadership Scholarship
Robert C. Byrd Scholarship
National Merit Commended Scholar
Certified Natural Science Illustrator (2014)

SKILLS & SOFTWARE

Adobe Photoshop and Illustrator
Axure and Autodesk Maya
HTML, CSS, Python and MATLAB
Painting and Drawing