ELLEN **VAN WYK**

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Education

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

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

Featured Projects

**DESIGNER, RESEARCHER +
DEVELOPER / et al Health**
Spring 2016 / Berkeley, CA
Designed wireframes and HTML/
CSS for doctor search tool.
Conducted interviews, usability
tests, and competitive analysis.
Placed 3rd out of 260 in our Big Ideas
track and won the Chen award.

**ANIMATOR + DESIGNER / UW
Animation Capstone**
2012-2013 / Seattle, WA
Contributed to production of a 5
minute animated short in Maya.

Tools + Skills

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

Design + Research

UX DESIGNER + RESEARCHER / Cornell University - Cornell Tech
Aug 2016 – Present / Remote from Berkeley, CA
Redesigned Local Ground, a tool for spatial storytelling and analysis.
Conducted user research and created interactive prototype, including
visual design, in HTML/CSS/JavaScript. Presented UI at workshop.

DESIGNER + RESEARCHER / UC Berkeley School of Information
Aug 2015 – Aug 2016 / Berkeley, CA
Wrote sections of research papers and designed research experiment.
Designed and built two websites using HTML, CSS, and Wordpress.

UX DESIGN INTERN / Amazon.com
Summer 2015 / Seattle, WA
Conducted competitive research and developed wireframes for Amazon
Marketing Services with input from management and engineering.
Developed high fidelity prototype for usability testing with 7 users.
Analyzed user study results and finalized UX and visual design of feature
scheduled for release in 2016.

DESIGN CLASS T.A. / UC Berkeley School of Information
Spring 2015 + 2016 / Berkeley, CA
Developed assignments and critiqued student work for graduate level
design class.

RESEARCHER / UW Computer Science Department
2013 – 2014 / Seattle, WA
Wrote sections of research paper that received positive reviewer feedback.
Designed, conducted, and analyzed user study, including survey.
Developed components of math model in MATLAB that were integrated
into Maya plugin prototype.

Leadership + Outreach

MENTOR / UC Berkeley Code 510
Fall 2014 - Present / Berkeley, CA
Helped high schoolers develop games in Unity, Maya, and JavaScript in
weekly meetings. Organized workshops on visual and UX design.

PORTFOLIO INSTRUCTOR / UC Berkeley School of Information
Fall 2015 / Berkeley, CA
Co-taught 1-credit portfolio class. All students secured internships.

EDITOR + ART DIRECTOR / UW Neuroscience Journal *Grey Matters*
2012 – 2014 / Seattle, WA
Raised $3,000 for journal and established community of over 50 members.