

# ELLEN VAN WYK

ejvw@berkeley.edu  
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