

# Ellen Van Wyk

Artist + Scientist = User Experience Designer

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ellenvanwyk.github.io

206.718.0867

## EDUCATION

<b>University of California, Berkeley</b> — Master of Information Management and Systems	2016
<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