ELLEN **VAN WYK**

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Education

Design + Research

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 Leadership

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

Certified Natural Science Illustrator

UX DESIGNER + RESEARCHER / UC Berkeley School of Information

Aug 2015 – Present / Berkeley, CA

Redesigned Local Ground, a tool for creating map based visualizations Conducted user research and created interactive prototype, including visual design, in HTML/CSS/JavaScript. Presented UI at workshop Designed and built two websites using HTML, CSS, and Wordpress Wrote sections of research papers and designed experiment

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

RESEARCHER / UW Computer Science Department

2013 - 2014 / Seattle, WA

Wrote sections of research paper that received positive feedback from reviewers

Designed, conducted, and analyzed user study, including survey Developed components of math model in MATLAB that were integrated into Maya plugin prototype

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

MENTOR / UC Berkeley Code 510

Fall 2014 - Present / Berkeley, CA

Supported high school students developing games in Maya and JavaScript in weekly meetings

Organized workshops on visual and UX design

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 ongoing community of over 50 members and quarterly publications