

# ELLEN VAN WYK

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ellenvanwyk.github.io

## 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 3<sup>rd</sup> 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 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