

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 / 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
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

Leadership

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 bi-weekly publications