

Ellen Van Wyk

Artist + Scientist = User Experience Designer

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206.718.0867

EDUCATION

University of California, Berkeley — Master of Information Management and Systems	2016 (anticipated)
University of Washington, Seattle — Bachelor of Science, Neurobiology	2013
University of Washington, Seattle — Bachelor of Arts with Honors, Interdisciplinary Visual Arts	2013

DESIGN & RESEARCH EXPERIENCE

UC Berkeley School of Information / August 2015 – Present	Berkeley, CA
<i>Graduate Student Researcher</i>	
<ul style="list-style-type: none">• Collaborated on experimental design and protocol for a study on youth data literacy• Designed and built two websites using HTML, CSS, and Wordpress to organize materials and support research	
Amazon.com / Summer 2015	Seattle, WA
<i>User Experience Design Intern — Amazon Marketing Services</i>	
<ul style="list-style-type: none">• Conducted competitive research and developed wireframes with input from management and engineering• Developed high fidelity prototype for usability testing with 7 AMS users• Analyzed user study results and finalized UX and visual design of system scheduled for release in 2016	
University of Washington Computer Science Department / 2013 – 2014	Seattle, WA
<i>Research Assistant — Facial Expression Research Group</i>	
<ul style="list-style-type: none">• Wrote sections of research paper submitted to SIGGRAPH Asia that received positive feedback from reviewers• Designed, conducted, and analyzed user study, including survey, for SIGGRAPH Asia paper.• Developed components of math model in MATLAB that were integrated into Maya plugin prototype	

TEACHING & LEADERSHIP EXPERIENCE

UC Berkeley School of Information / Spring Semesters 2015 and 2016	Berkeley, CA
<i>Design Instructor — Interface Aesthetics</i>	
<ul style="list-style-type: none">• Developed assignments and critiqued student work for graduate level design class	
UC Berkeley Code 510 / Fall 2014 – present	Berkeley, CA
<i>Mentor for High School Students</i>	
<ul style="list-style-type: none">• Supported high school students developing games in Maya and Javascript in weekly meetings• Organized workshop on visual and UX design	
University of Washington Undergraduate Neuroscience Journal <i>Grey Matters</i> / 2012 – 2014	Seattle, WA
<i>Cofounder and Editor</i>	
<ul style="list-style-type: none">• Raised \$3,000 for journal and established ongoing community of over 50 members and bi-weekly publications• Recruited and connected art students with authors in sciences to produce editorial illustrations	

FEATURED PROJECTS

et al Health / Fall 2015 – present
<i>Designer, Researcher, and Developer</i>
<ul style="list-style-type: none">• Designed wireframes and HTML/CSS for doctor search tool, placing 3rd out of 260 in our category in Big Ideas@Berkeley• Conducted interviews, usability tests, and competitive analysis
UW Animation Capstone / Fall 2012 – Spring 2013
<i>Animator, Concept Designer, and Modeler</i>
<ul style="list-style-type: none">• Contributed to production of a 5 minute animated short in Maya• Led prop texturing team to create unified look and feel

TOOLS & SKILLS

Photoshop, Illustrator, and InDesign
Sketch and Axure
Autodesk Maya
HTML, CSS, and Wordpress
MATLAB
Certified Natural Science Illustrator