YUE EUNICE WONG

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SKILLS

LANGUAGES
- JAVA
- C++
- HTML/CSS
- JavaScript
- TypeScript

DESIGN TOOLS
- Balsamiq
- Sketch
- Illustrator
- InVision

OTHERS
- Git
- Bootstrap
- Angular2

EDUCATION

University of California, San Diego
BS. Computer Science
September 2013—March 2017
Major GPA: 3.606

CERTIFICATE

User Experience Design
UC San Diego Extension
January 2017—June 2017

RELEVANT COURSEWORK

- Human Interaction Design
- Usability and Information Architecture
- Responsive Design
- Design and Analysis Algorithm
- Advanced Data Structures
- Database System Principles
- Business Project Management
- Product Marketing

EXPERIENCE

KnuEdge   **La Jolla, California**
UI Development Intern   January 2017—Present
- Responsible for rapid prototyping from low to high level fidelity prototypes
- Introduced the team to user-centered design process
- Conducted extensive user research aimed at increasing new users and sales and presented detailed wireframes and mockups to stakeholders
- Implemented responsive web pages for the voice authentication technology using HTML5, CSS3, TypeScript, and Angular2

Healthware Inc.   **La Jolla, California**
UI/UX Developer   February 2016—December 2016
- Developed working UI with Qt Designer and C++ for a pharmaceutical application used for therapeutic drug monitoring
- Increased user subscriptions by improving the aesthetics and user experience for the registration process

Teradata   **Rancho Bernardo, California**
Database Engineering Intern   June 2016—September 2016
- Implemented updates and executed tests related to the installation, upgrade, and migration of Teradata Database
- Programmed shell scripts and SQL queries to perform test validations and enhance the usability of the automated tests by adding more parameters
- Created a collaborative discussion forum for internal operations at a hackathon using Angular2 and TypeScript

Bentley Systems   **Carlsbad, California**
Software Engineering Intern   July 2015—September 2015
- Implemented new functionalities to RAM Structural System that allow structural engineers to design buildings
- Optimized the Foundation Soil Wizard editing tool by adding that allow users to navigate efficiently

PROJECTS

Knuotes   **March 2017**
- A note-taking web application that uses voice authentication for security
- Designed mock-ups for different screen sizes using Balsamiq and Sketch
- Conducted user analysis to identify the challenges user face when taking notes

Tempo   **December 2016**
- A case study and redesign of the music experience to make sharing, managing, and finding music easier for users
- Developed a high-fidelity wireframe using Sketch and InVision that showcases a better user experience for music management
- Researched the information architectures for different music apps to understand user flow and navigation structures

Peach   **June 2016**
- An interactive data visualization app that helps restaurant owners to determine the most profitable location in San Diego based on their budget for rent, targeted age range for consumers, and crime rates
- Designed the user interfaces and developed practices for rapid prototyping
- Utilized HTML, CSS, Bootstrap, jQuery, D3.js, Node.js and Express framework