

YUE EUNICE WONG

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Portfolio: www.eunicewong.design

SKILLS

LANGUAGES

- JAVA
- C++
- HTML/CSS
- JavaScript
- SQL

DESIGN TOOLS

- Balsamiq
- Sketch
- InVision

OTHERS

- Git
- Bootstrap
- Node.js

CERTIFICATE

User Experience Design

UC San Diego Extension

January 2017—June 2017

EDUCATION

University of California,
San Diego

BS. Computer Science

September 2013—

March 2017

Major GPA: 3.59

RELEVANT

COURSEWORK

- Human Interaction Design
- Usability and Information Architecture
- Responsive Design
- Design and Analysis Algorithm
- Advanced Data Structures
- Database System Principles

EXPERIENCE

KnuEdge

UI Development Intern

La Jolla, California

January 2017—Present

- Responsible for rapid prototyping from low to high level fidelity prototypes
- Implement clean and responsive UI for the KnuVerse cloud console
- Design UI that fits within the user's tasks, maximize information flow, and has consistent design language
- Conduct user testing using Google Analytics

Healthware Inc.

UI/UX Developer

La Jolla, California

February 2016—December 2016

- Rebuilt the login and application settings user interface for a pharmaceutical application used for therapeutic drug monitoring
- Responsible for designing and implementing UX wireframes
- Improved the aesthetics of the program and designed a new home screen

Teradata

Database Engineering Intern

Rancho Bernardo, California

June 2016—September 2016

- Programmed shell scripts and SQL queries to perform test validations and enhance the usability of the automated tests
- Created a collaborative discussion forum for internal operations at a hackathon using Angular2 and TypeScript

Bentley Systems

Software Engineering Intern

Carlsbad, California

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 new features that allow users to navigate efficiently

PROJECTS

Tempo <http://www.eunicewong.design/music.html>

October 2016—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 <https://pea-c-h.herokuapp.com>

April 2016—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 interface and developed practices for rapid prototyping
- Utilized HTML, CSS, Bootstrap, jQuery, D3.js, Node.js and Express framework

Grape Web App <https://grapeapp.herokuapp.com>

January 2016—March 2016

- A mobile web app that incentivizes and allows users to record and analyze their altruistic behaviors
- Developed using Node.js and Express framework while manipulating JSON data using handlebars and ajax
- Created prototypes using the principles of human-centered design, and conducted user-testing to validate design decisions