# George Hu



# **Personal Info**

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GitHub

github.com/georgewho

Website

georgewho.github.io/

LinkedIn

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# **Programming**

Java

**HTML** 

**CSS** 

GIT

Python



#### **Software**

Microsoft Office - Word, Powerpoint, Excel

Google Apps - Drive, Docs, Slides, Sheets, Analytics

GIMP/Illustrator



# Languages

Mandarin



# **Education**

09/2016 -06/2020 University of California, San Diego (UCSD)

B.S. in Cognitive Science, Specializing in Design & Interaction (HCI)

Relevant Coursework: Interaction Design with User Interfaces, Studying Cognition in the Wild with Field Methodology, Research Methods & Statistical Analysis, Principles of Design, Data Science in Practice, Introduction to Java

Programming



### Work

# 03/2016 -

#### Deli Clerk

08/2016

Safeway, Inc

- Managed product inventory in deli to save costs and reduce waste.
- Provided excellent customer service to ensure customer loyalty and satisfaction.
- Oversaw cleaning of deli appliances and equipment.
- Organized deli layout to attract customers and create a great shopping experience at Safeway.
- Educated new hires in standardized department procedures and developed skills of deli coworkers.

#### 06/2015 -

#### **Construction Apprentice**

08/2017

Family Business

- Worked as a construction apprentice during the summers of 2015, 2016, 2017.
- Translated and interpreted between Mandarin and English for co-workers and county officials.
- Installed appliances, drywall, and other building materials while following directions/ensuring building codes are followed.
- Participated in demolition and cleanup in order to facilitate a tidy, neat, and organized work environment.
- · Gained knowledge on construction techniques, practices, and tools.



# **Projects**

#### 01/2019 -03/2019

#### **Hoopers - Basketball Data Tracking & Pickup Game Finder**

Front End Developer & UI/UX Researcher @ UCSD

https://github.com/georgewho/Hoopers

- Worked with a team of 3 to create a mobile-first web app that helps track user-submitted basketball game scores and help users find pickup games in their area.
- Incorporated fundamental design principles & methods to implement a user-friendly interface including: prototyping, experimentation, needfinding, storyboards, and A/B testing.
- Utilized Express (Node.js), HTML, CSS, Javascript, Leaflet Map API, Twitter Bootstrap Framework, and Facebook APIs to create a mobile-first web app.
- Used Google Analytics to conduct A/B testing on UI changes that increased click rates on home page by 11%.