



Hi, I'm Hannah Jane Ferry!

I am a UX designer who... the rest of this would be my design statement that is also on my website but maybe worded differently.

hjferry.com | 425-442-4164 | hjferry@live.com | linkedin.com/in/hjferry

education

Bachelor of Arts in Interactive Media Design; University of Washington Bothell - June 2020

3.65 GPA | Minor in Computer Science and Software Engineering | Dean's List: Spring 2017 - Spring 2020

experience

UX/UI Researcher, Flowplay

Nov 2019 - Dec 2019

- Executed in-person and in-game interviews
- Presented design ideas to co-founder and CTO of Flowplay

UX/UI Researcher, Sustainability Website

Nov 2019 - Dec 2019

- Performed surveys, interviews, and website walkthroughs
- Collaborated weekly with the sustainability coordinator
- Presented two design ideas for the UWB sustainability website to the UWB sustainability coordinator

UX/UI Designer, Blockspot

June 2019 - Aug 2019

- Met once a week with stakeholder to go over design ideas
- Designed logo, icon, and color scheme
- Used Adobe XD to create wireframe and mock-up of app

Marketing Officer, BWISE

Sept 2018 - June 2019

- Attended monthly meetings to check in and share information about events and internships
- Made posters for events and meetings

Instructor, Coding with Kids

Sept 2017 - Apr 2019

- Developed the minds of 20 little coders each quarter to create a strong coding foundation of concepts
- Collaborated with co-instructor to make lesson plans

Participant, Girls Who Code

July 2015 - Aug 2015

- Attended Girls Who Code Summer Immersion Program that was hosted at AT&T in Bothell
- Designed and Developed programs using python, scratch, HTML, CSS, and JavaScript

other experience

Capstone Team Member, IMD Program

Jan 2019 - Jun 2020

Sales associate, Fabletics

Oct 2018 - Present

Sales Floor Team Member, Target

July 2016 - Oct 2018

projects

Kindling

Dec 2019 - Jun 2020

- Organized the schedules and created deliverables
- Managed the website and social media

Wave Dash

Mar 2019 - Jun 2019

- Designed pixel assets for the game
- Mapped out two levels of the game
- Created the website and updated it weekly

Slice of Soul

Jan 2019 - Mar 2019

- Made assets that would work in an AR environment
- 3D scanned objects that were imported into the AR screen
- Pair programmed with the developer

skills

Technical

Photoshop | Illustrator | Adobe XD | HTML | CSS | JavaScript | Prototyping | Wire-framing | Storyboarding | User Research

Interpersonal

Collaboration | Communication | Decision Making | Organization | Time Management