



# Hannah Jane Ferry

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## 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**

Jun 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 - Jun 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

### **Capstone Team Member, IMD Program**

Dec 2019 - Jun 2020

- Collaborated to reform an in-person event to an online one
- Assisted web development team in creating a website to archive current and future IMD student capstone events

## retail experience

*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
- 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

Prototyping | Wire-framing | Storyboarding | User Research | Collaboration | Communication | Decision Making | Organization | Time Management

## tools

Photoshop | Illustrator | Adobe XD | HTML | CSS | JavaScript | Microsoft Office Suite