JOHN LO

UX DESIGN & GAME DEVELOPMEMT

CONTACT

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https://jdl283.github.io/

SKILLS

- Figma
- Blender
- Unity Game Engine
- C#
- Python
- HTML
- CSS
- JavaScript

COURSEWORK

- Human-Computer Interaction
- Design and Programming for the Web
- App Design and Prototyping
- Project Management
- Google UX Design Professional Certificate
- Data Structures and Functional Programming

ACTIVITIES

- Cornell Development In Games Association - Vice President of Development
- Cornell E.Motion (K-Pop dance group)

EXPERIENCE

CORNELL COMPUTING AND INFORMATION SCIENCE

TEACHING ASSISTANT | AUG 2022 - DEC 2022

- INFO 3450: Human-Computer Interaction
  - Evaluated student design submissions in accordance with UX principles
  - Provided mentorship to groups of students conducting semester long UX projects

TEACHING ASSISTANT | AUG 2021 - DEC 2021

- INFO 4240: Designing Technology for Social Impact
  - Critiqued and provided feedback on student design assignments
  - Assisted students one-on-one in personal office hours

EDUCATION

CORNELL UNIVERSITY

BACHELOR OF SCIENCE IN INFORMATION SCIENCE
Concentration: UX (User Experience)
SEP 2019 - MAY 2023
- Cumulative GPA: 3.7
- Minors: Computer Science and Game Design

THE BRONX HIGH SCHOOL OF SCIENCE

SEP 2015 - JUN 2019

PROJECTS

DEVELOPMENT IN GAMES ASSOCIATION WEBSITE
A website to announce the upcoming weekly events of the Development in Games Association (DGA) at Cornell. The layout and information architecture of the original 2008 DGA wordpress website was analyzed and redesigned to provide the same information with modernized look.

GROW CRAZY
IA 2D platformer time-management game where you play as a housekeeper trying to keep a mansion tidy while an alien houseplant causes mischief.

FRIENDZONE
The UI for a proximity based friend finding app which was built through the processes of conducting user research, designing a paper prototype to address user needs, creating a high-fidelity prototype in Figma, and performing heuristic evaluation.