JOHN LO

USER EXPERIENCE & GAME DESIGN

CONTACT

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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

EXPERIENCE

CORNELL COMPUTING AND INFORMATION SCIENCE
HUMAN-COMPUTER INTERACTION
TEACHING ASSISTANT | AUG 2022 - PRESENT
- Evaluate student design submissions in accordance with UX principles and propose improvements
- Mentor students following the UX design process for semester long projects

CORNELL DEVELOPMENT IN GAMES ASSOCIATION
VICE PRESIDENT OF DEVELOPMENT | MAR 2022 - PRESENT
- Set club agenda and develop curriculum with executive committee to promote game development at Cornell
- Create and teach weekly game design lessons
- Increase club membership and retention through outreach

CORNELL COMPUTING AND INFORMATION SCIENCE
DESIGNING TECHNOLOGY FOR SOCIAL IMPACT
TEACHING ASSISTANT | AUG 2021 - DEC 2021
- Aided students in critically analyzing technology through the lens of diversity, equity, and inclusion
- Worked with professor to increase engagement among course teaching assistants

EDUCATION

CORNELL UNIVERSITY
BACHELOR OF SCIENCE - INFORMATION SCIENCE
Concentration: UX (User Experience)
SEP 2019 - MAY 2023
- 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
Website to announce upcoming weekly events of the Development in Games Association (DGA) at Cornell. The layout and information architecture of the former DGA WordPress website was analyzed and rebuilt to improve functionality

GROW CRAZY!
Project managed all phases of the design and development of a 2D platformer time-management game

FRIENDZONE
UI for a proximity based friend finding app 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