

# JOHN LO

## UX DESIGN & GAME DEVELOPMENT

### 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

### EXPERIENCE

#### CORNELL COMPUTING AND INFORMATION SCIENCE

HUMAN-COMPUTER INTERACTION

TEACHING ASSISTANT | AUG 2022 - PRESENT

- Evaluate student design submissions in accordance with UX principles and proposed improvements
- Provide mentorship to groups of students conducting semester long UX projects

#### CORNELL DEVELOPMENT IN GAMES ASSOCIATION

VICE PRESIDENT OF DEVELOPMENT | MAR 2022 - PRESENT

- Set club agenda and develop curriculum with executive committee
- 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

- 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 improve communication with a modernized look.

#### GROW CRAZY

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

#### 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.