

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
- 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

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.

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