Yawen Guo

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SUMMARY OF QUALIFICATIONS

- Sophomore pre-Informatics student with extensive project experience in UX/UI design and front-end development
- **Design skills:** Figma, Miro, Marvel, Prototyping, Usability Testing, Persona, User Research
- **Languages**: Java, JavaScript, HTML, CSS, React, R, SQL, Python

EDUCATION

UNIVERSITY OF WASHINGTON   Sep. 2020 - Present
Bachelor of Science and Pre-Informatics   GPA: 3.82

- Relevant coursework: Design Method (4.0), Explorations in Human Centered Design (4.0), Database and Data Modeling (4.0), Client-Side Development(currently taking)

PROJECTS

DESIGNING A SECOND-HAND TRADING WEBSITE FOR UW STUDENTS   Jan. 2022 - Present
UX Designer/Web Developer (INFO 340 – Client-Side Development)   Seattle, WA

- Collaborated with a 4-student group to build a second-hand trading website aimed at making the students secure in the trading process and interface easier for them to navigate
- Prototyped and wire-framed using HTML 5 and CSS3 and developed a mobile responsive UI using Bootstrap.js
- Developed front and end using JavaScript and additional frameworks/libraries (React.js .etc)

DESIGNING A MOBILE APPLICATION FOR INDOOR FOOD GARDEN   Sep. 2021 - Dec 2021
UX Designer/Researcher (INFO 360 – Design Methods)   Seattle, WA

- Interview college students about their eating concerns and visit a local farm to verify the feasibility of the indoor food garden with less expenditure
- Conducted user research and design studies (interviewing 12 target users, 1 survey with 72 participants) for college students using Miro and Google forms
- Created wireframes and 30+ mobile screen mock-ups using Figma and Miro collaborating with a 4-student group
- Developed a high-fidelity prototype aimed at helping with starting indoor food gardens and improving awareness of environmental protection

DESIGNING A MOBILE APPLICATION FOR OLDER PEOPLE DELIVERING GOODS   Jan. 2021 - Mar 2021
UX Designer/Researcher (INFO 200 – Intellectual Foundations of Informatics)   Seattle, WA

- Conducted literature review about the problems older people would have about buying groceries during the pandemic and statistical research about the vulnerability of older people with Covid-19
- Conducted user research and design studies (interviewing 3 stakeholders, 1 survey with 56 participants) for older people using Tencent forms and handwriting collaborating with a 4-person student group
- Created wireframes and 20+ mobile screen mock-ups using Figma and Miro
- Developed a high-fidelity prototype aimed at helping older people with delivering goods and buying groceries at home using an easy-accessing and elder-friendly interface