

Yawen Guo

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SUMMARY OF QUALIFICATIONS

- Sophomore Informatics student with extensive project experience in front end development, design, and UX research
- Invested in improving user accessibility and experience through organization and collaboration with diverse stakeholders
- **Design skills:** Figma, Marvel, Tableau
- **Languages:** Java, Javascript, HTML, CSS, React, R, SQL

EDUCATION

UNIVERSITY OF WASHINGTON

Sep. 2020 - Present

Bachelor of Science in Informatics

Seattle, WA

- Relevant coursework: Client-Side Development, Design Methods, Database Design

PROJECTS

REDESIGNING SECOND-HAND TRADING APPLICATION FOR UW STUDENTS

Jan. 2022 - Present

Web Designer/Developer (INFO 340 – Client-Side Development)

Seattle, WA

- Collaborated with a 4 person 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
- Developed frontend using JavaScript and additional frameworks/libraries (React.js, Angular.js)
- Prototyped and wire-framed using HTML 5 and CSS3 and developed a mobile responsive UI using Bootstrap.js

DESIGNING AN 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 about time, cost, and health and visit local farm to verify the accessibility of indoor food garden
- Conducted user research and design studies (interviews, surveys, moderated sessions) for college students using existing mobile and web applications
- Created wireframes and 20+ mobile screen mock-ups using Figma and Miro collaborating with a 4 person student group
- Developed a high-fidelity prototype aimed at helping with starting indoor food garden and improving awareness of environment protection

DESIGNING AN MOBILE APPLICATION FOR INDOOR FOOD GARDEN

Jan. 2021 - Mar 2021

UX Designer/Researcher (INFO 200 – Intellectual Foundations of Informatics)

Seattle, WA

- Conducted literature review about the problem elder people would have about buying groceries during pandemic and statistical research about the vulnerability of elder people with Covid-19
- Conducted user research and design studies (interviews, surveys, moderated sessions) for elder people using existing mobile and web applications collaborating with a 4 person student group
- Created wireframes and 10+ mobile screen mock-ups using Figma and Miro
- Developed a low-fidelity prototype aimed at helping elder people with buying groceries at home using easy-accessing and elder-friendly interface