

# Jessica Kuo

☎ (408) 896-1759

✉ [jessikuo@uw.edu](mailto:jessikuo@uw.edu)

💻 [jesskuo.github.io](https://jesskuo.github.io)

## EDUCATION

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### University of Washington

September 2022 – June 2024

M.S. Information Management, Specialization: User Experience

### University of California, Berkeley

August 2016 – May 2020

B.A. Computer Science, Minor in Data Science

## SKILLS

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**Languages:** Java, Python, C, HTML, CSS, SQL, Go, Javascript

**Tools:** Figma, Adobe Illustrator, Git, Unit Testing, JUnit, Mockito, Unix, GDB

## EXPERIENCE

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### Software Development Engineer Intern – Amazon Music, Skyfire Team (*Java*) May 2019 – August 2019

- Designed recent search history feature for Amazon Music television and web player clients
- Established user experience flows to discover crucial insights for search history usage
- Created wireframes to communicate client-side search bar layout with stakeholders

### Software Development Engineer Intern – AWS Athena (*Java, Javascript*) May 2018 – August 2018

- Developed full stack project to increase debugging efficiency and accessibility for support engineers
- Rendered Athena query statistics on Presto-based console website with separate generated hyperlink
- Implemented backend API library interface to retrieve statistics from Amazon S3 bucket

## PROJECTS

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### [jesskuo.github.io](https://jesskuo.github.io) (Personal Website) – *HTML, CSS, Bootstrap, Jekyll*

- Personal website for showcasing portfolio and past projects
- Outlined user flow with paper prototype for website layout and functionality
- Integrated responsive design components for uniform mobile and desktop cross-platform experience

### Follow (Virtual Reality Game) – *Unity, C#*

- Virtual reality maze navigation game for CalHacks 5.0
- Prioritized user experience for newer players by scattering optional hints throughout the maze
- Constructed virtual maze layout using Unity assets

### Ceci (Language Learning Application) – *Swift, Tensorflow*

- Real-time augmented reality language learning game for CalHacks 4.0
- Modeled potential users with personas to identify and prioritize key features
- Collaborated with engineers to deliver real-time accurate results for users

## LEADERSHIP

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### Computer Science Undergraduate Association

January 2017 – December 2019

*Outreach Chair, Officer*

- Designed original flyers with Adobe Illustrator to publicize association's events and services
- Maintained association website and social media sites to promote organization