

Jessica Kuo

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Education

University of Washington

M.S. Information Management

Specializations: User Experience, Program/Product Management

September 2022 – June 2024

GPA: 3.98

University of California, Berkeley

B.A. Computer Science, Minor in Data Science

August 2016 – May 2020

Experience

Design for America, University of Washington Chapter

UX Designer

January 2023 – Present

Seattle, WA

- Conducted competitive analysis of 6 mobile productivity applications to survey existing solutions
- Interviewed 15+ potential users about productivity habits to better understand target audience
- Drafted sample wireframes for mobile application homepage

Amazon Music

Software Development Engineer Intern

May 2019 – August 2019

San Francisco, CA

- Built recent search history feature for ~30 million Amazon Music TV and web player customers
- Redesigned search bar interface to increase accessibility and readability of search keywords
- Optimized search history retrieval by establishing Redis data storage on the server

Amazon Web Services (AWS Athena)

Software Development Engineer Intern

May 2018 – August 2018

Seattle, WA

- Streamlined query troubleshooting for 100+ engineers by developing query profiling console
- Rendered data visualizations to display query task execution and timeline
- Implemented backend API library for query statistics retrieval from Amazon S3 data storage

Projects

SnoozeMaster, Sleep Education Game

- Engaged 30+ graduate students to learn more about sleep health through a mobile game
- Designed interactive game prototypes in Figma with RPG, profile, minigame, and shop features
- Administered usability testing on 4 sample users for evaluation of initial prototype

Follow, VR Maze Game

- Devised a virtual reality strategy game where players attempt to escape a maze simulation
- Enhanced experience for lost players by integrating hidden hints feature within the maze
- Customized maze composition using 50+ Unity assets

Ceci, AR Language Learning Application

- Created a real-time quiz game to reinforce users' memory of foreign language vocabulary
- Collaborated with team of engineers and designers to innovate the traditional flashcard system
- Initiated reward system feature based on accuracy to incentivize users

Skills

Design: Wireframing, Prototyping, Storyboarding, User Research, Usability Testing, Product Design

Tools: Figma, Adobe Illustrator, Miro, Microsoft Office, Git, Unix

Languages: Java, Python, C, HTML, CSS, SQL, R