Jessica Kuo

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EDUCATION

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

Design: User research, Sketching, Storyboarding, Wireframing, Prototyping, Usability testing

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

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

EXPERIENCE

Software Development Engineer Intern – Amazon Music, Skyfire Team *(Java)*   **May 2019 – August 2019**
- Built recent search history feature for Amazon Music television and web player clients
- Created user experience flows to communicate search history user interactions
- Drew digital wireframes displaying search bar layout on client interface

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 query statistics on Presto console website with independently generated hyperlink
- Generated visual data graphs and charts to display statistics for easy interpretation

PROJECTS

SnoozeMaster (Sleep Education Game) *– Figma*
- Mobile game platform for educating graduate students about sleep health
- Designed interactive mid- and high-fidelity prototypes with RPG, profile, minigame, and shop features
- Conducted usability testing with sample users to evaluate initial prototype

SEA Parks (Park Finder Application) *– Marvel*
- Application to find nearby parks for parents with children ages 12 and under
- Created interactive paper prototype with park search interface

Follow (Virtual Reality Maze Game) *– Unity, C#*
- Hack submission for CalHacks 5.0, a virtual reality maze navigation game
- Constructed virtual maze layout using Unity assets
- Designed visual interface to enhance user experience within the game

Ceci (Language Learning Application) *– Swift, Tensorflow*
- Hack submission for CalHacks 4.0, a real-time augmented reality language learning game
- Detected and labeled objects in real-time with machine learning library CoreML
- Used built-in Xcode speech-to-text recognition tool to check accuracy of user's answers