

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

Follow (Virtual Reality 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 while moving through the maze

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

- Hack submission for CalHacks 4.0, a real-time augmented reality language learning game
- Modeled potential users to identify and prioritize key features

INVOLVEMENT

Design for America (University of Washington) – Productivity Team

January 2023 – present

Project Member, UX Designer

- Conducted competitive analysis to analyze utility of existing productivity applications
- Surveyed potential users to identify existing pain points