

John Ho

UI / UX Designer and Researcher

An undergraduate student curious about user research, design systems, and product development.

📍 Des Moines, WA 98198
📞 (206) 460-2681
✉ jho0000rm@gmail.com
🌐 github.com/jho0000
🌐 linkedin.com/in/jho0000

DESIGN PROJECTS

Moments – *Lead Researcher and Designer*

February 2022 – Present

- Led literature review and user research to create user personas and co-designing wireframes and prototypes with user feedback
- Conducted three sets of user interviews with 25 survey respondents and 20+ interviewees to gauge market interest and usability testing
- Actively working on an MVP in a team of 4 to publish an app by June 2023

Figma Deliverables – *Researcher and Designer*

Fall 2022 – Present

- Researched implications of AI technologies used in eSports and gaming IoT to design and create a storyboard deliverable
- Produced a personalized journal to synthesize takeaways from a professionalism course

SPS Website Designer – *Designer*

November – December 2022

- Envisioned a design system for Seattle Public School’s website with a group of 4 peers in a month-long sprint
- Used Figma to create a library of components and modules to develop a responsive [desktop](#) and [mobile workflow](#)

MusicRoom – *Researcher and Designer*

January – March 2022

- Envisioned a design project with user research and high-fidelity prototypes in a two-month sprint
- Refined interface designs using Figma and Adobe XD
- Designed and co-created an [interactive website](#) using HTML/CSS, JavaScript, and React Native over a month-long sprint

Shiny Web App – *Web Designer*

November – December 2021

- Used R Script to practice data wrangling from imported databases to create data visualizations and reports
- Built web pages on GitHub using R Markdown, R Shiny, HTML, and CSS that explore [U.S. homicide cases](#) and [global carbon emissions](#)

LEADERSHIP EXPERIENCE

First Chair Percussionist

Fall 2017 – Spring 2021

- Played in music communities (e.g. Orchestra of Flight) for fundraising events and public performances in senior homes for over 3 years
- WMEA Solo and Ensemble 2-Time Finalist
- Mentored middle and high school students in performing arts
- Flexible in learning 10+ instruments and collaborative practice

League of Legends Club Vice President

Fall 2019 – Spring 2020

- Organized and promoted events for online community members
- Networked with institutions for hosting eSports tournaments
- Did coaching, competitive team play, and game analysis biweekly

SKILLS

Design

Wireframing
Prototyping
Design Systems

Research

Surveys and Interviews
User Personas
Usability Studies
Contextual Inquiry

Tools

Figma
Git/GitHub
R Script/Shiny/Markdown
Office 365
HTML/CSS
Java (IntelliJ and Eclipse)
DaVinci Resolve

EDUCATION

University of Washington Seattle

Projected Bachelor of Arts in
Informatics, 3.90/4.0 GPA

Fall 2021 – Present

- **Awards:** Freshman Direct Admit, 4x Dean’s List
- 2021–2022 Annual Dean’s List Recipient

Highline Community College

Associates of Arts: Emphasis in
Computer Science, 3.69/4.0 GPA

Fall 2019 – Spring 2021

- **Awards:** 4x Vice President's Honor Roll, President’s Honor Roll
- **Running Start Program,** college courses during 11th and 12th grade

OTHER

**Fluent in English and
Vietnamese**

Interests: UI/UX Design,
Volunteer Work

Hobbies: Visual Design and
Art, Music, Cooking