

John Ho

UX Researcher

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EDUCATION

University of Washington Seattle, Bachelor of Science in Informatics Fall 2021 – Spring 2023
Human-Computer Interaction Focus | 3.93 GPA, 2x Annual Dean's List

Relevant Coursework: Research Methods, Value Sensitive Design, Information Ethics and Policy, Design Systems for Digital Experiences, Cooperative Software Development, Interaction Design, Cultural Analytics

Highline Community College, Associates of Arts Fall 2019 – Spring 2021
Emphasis in Computer Science | 3.69 GPA, 2x President's Honor Roll

PROJECT HISTORY

Moments – Lead Developer, *University of Washington Capstone, Seattle, WA* February 2022 – Present

- Led research protocols for ideating wireframes and user personas in coordination with 4 developers
- Implemented 3 specialized qualitative research protocols to **assess market interest and client satisfaction** through multimodal interviews with 50+ respondents
- Conducted 4 rounds of **A/B and usability tests** with interactive Figma prototypes and Expo Go simulators
- Developed app branding website and currently **directing external beta testing** via iOS TestFlight

Scoolwise – UX Researcher, *University of Washington, Seattle, WA* February 2023 - March 2023

- Adopted **VSD methodologies** with tripartite investigation to develop scalable design solution providing equitable academic and career support for undergraduate students
- Delivered empirical research through 2 rounds of structured interviews and performed **line by line transcript qualitative coding** from 23 university students in underrepresented communities
- Derived key insights to create a value-oriented Figma deliverable and provided **research documentation** in 31-page project report

SPS Redesign – Web Designer, *University of Washington, Seattle, WA* November 2022 – December 2022

- Collaborated with 4 designers to renew Seattle Public Schools' design system in month-long Scrum sprint to **promote IA and accessibility features** while upholding diverse community values
- Created Figma **component libraries** to workshop responsive prototypes for desktop and mobile viewports
- Made design system portfolio with documentation for panel of industry designers and project managers

ADDITIONAL PROJECTS

- Produced DC-inspired educational comic on media representation using **cultural analytics methodologies**
- Designed website content highlighting temporal aspects influencing the development of rhythm games
- Made visual media to **communicate market impacts and ethics** of AI technology and gaming IoT in esports
- Published Shiny web pages with interactive data visualizations on U.S. homicide and carbon emissions data

LEADERSHIP

WINFO | *University of Washington, Seattle, WA* Fall 2022 – Present

- Volunteering at hosted hackathons with 150+ students to learn about the iSchool and informatics
- Mentoring teams of high school students in learning Figma practices and design conventions

SKILLS

User Research, Qualitative Research, Stakeholder Management, Interaction Design, Storyboards, Wireframes, Prototypes, Contextual Inquiry, Usability Testing, Design Systems, Data Analytics

TOOLS

Figma, VSCode, Git, GitHub, JavaScript, React, HTML/CSS

INTERESTS

OSINT research, visual arts and design, AI modeling

LANGUAGES

English, Vietnamese