

Jonah Quist

Sophomore undergraduate student seeking hands-on experience with UI/UX design. Passionate to explore professional opportunities as a newcomer to a growing field

(425) 577 1807
jonahquist@live.com
jonahquist.com

Education

University of Washington / College of Engineering 2020-2024 Ex.
Major Human Centered Design and Engineering

- Relevant Coursework: Visual Comm in UX, Intro to UR, Technical Writing, Interactive Sys&Des Tech, Comp Programming I&II, Data Science and Urban Landscape Archaeology

Experience

Researcher / Human-Centered Data Science Lab, UW Jan 2022-Pres.
Research Design for Games to Teach Data Ethics

- Research and identify issues of ethics in DataSci, AI, ML
- Develop/design a game with team of faculty and students from both UW and the University of North Texas
- Compile meeting notes, corroborate findings, identify game mechanics

Educator / HiScore Learning Facility Dec 2020-Pres.
Teacher and Administrator for students Grades 2-8

- Instruct 15+ student classes, manage online meetings, communicate with parents, write, digitize, and administer tests
- Design material such as tests, assignments, and presentations in Figma, Illustrator, and Powerpoint

Projects

Personal Websites / jonahquist.com Mid 2021-2022

- Focus on color choice, type hierarchy, and design principles
- Iterate new designs frequently, personally built with CSS, HTML, JS

MigraineBuddy Redesign / Exercise in Design Dec 2021

- Redesign of popular migraine management app to be more usable for users who are suffering from chronic migraine

Skills

Design Tools

- Proficient in Figma, Illustrator, Miro, Adobe XD, Canva, Powerpoint

Interactive Tools

- Experienced in HTML, CSS, Javascript, Python, Java, Flask, React.js, express.js
- MIHS Spring TeamsCode Advanced Division – 1st Place (2019)