Jonah Quist

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Objective

Sophomore Undergraduate student at UW seeking to get hands-on experience with UI, UX, and Product design in a team setting. Passionate to find opportunities for experience as a newcomer to a growing field.

Education

University of Washington, College of Engineering – Human Centered Design/Engineering [HCDE] – (2020-)

- Relevant Coursework: Visual Communication in HCDE, Introduction to User Research, Interactive Systems and Designs Technology, Computer Programming I&II, Combining Data Science and Urban Landscape Archaeology
- HCDE works in the intersection of design, inclusivity, and technology

Experience

Research Design for Games to Teach Data Ethics - Researcher (Late 2021 - Present)

- Tackling understanding and educating issues of ethics in the fields of AI, ML, and Data Science, collaborating with University of North Texas
- In preliminary stages of identifying issues in the field and choosing broad game design choices such as mechanics

HiScore Learning - Educator - (Early 2021 - Present)

- Educator for a private preparatory institution, teaching students, Grades 2-8, in Nonverbal, Math, and English
- Instructs classes of 10-20 students, manages online meetings, communicates with parents, writes, digitizes, and administers tests
- Assesses students weaknesses then designs material such as tests, assignments, and presentations in Figma, Illustrator, and Powerpoint

International Astronomy Olympiad – (2019 - 2020)

- Represented the United States in North America's first participation in the International Astronomy Olympiad in Romania in collaboration with Rice University

Skills

- Figma experience with wireframing, prototyping, and implementing designs into web applications
- Canva and Miro to collaborate and design
- Building Front-End of projects using React, CSS, and HTML. Experience implementing APIs, displaying data, and working with Back-End developers
- Strong understanding of Design from a Human/User oriented perspective

Projects

Personal Website - Web Design (Early 2022)

- Wireframed website idea on paper, illustrated graphics for the site, and implemented these using HTML, CSS, and native JS

Improving the Experience of Waiting for the Bus (Late 2021)

- Composed comprehensive Case Study including both qualitative and quantitative research such as field observations, interviews, and surveys
- Developed several actionable recommendations and sent to the King County Metro

Migraine Buddy Redesign - Exercise in Design (Late 2021)

- Researched and redesigned an app for tracking Migraines personally used
- Accounted for symptoms such as impaired vision, light-sensitivity, and pain

Event Nexus - Social Coordination Website (Late 2021)

- Designed, prototyped, and developed
- React, CSS, and JS to front-end that interfaced with user data.