

# Michael Gov

360-702-9556 | [michcgov@gmail.com](mailto:michcgov@gmail.com) | [linkedin.com/in/michael-gov](https://www.linkedin.com/in/michael-gov) | [michaelgov.com](https://michaelgov.com)

## Education

### University of Washington

*Bachelor of Science in Informatics*

June 2023

Seattle, WA

### Relevant Coursework:

*Web Programming, Value Sensitive Design, Cooperative Software Development, Design Methods*

## Projects

### Parktopia | *JavaScript, Git, React.js, Figma, Leaflet.js*

April 2023 – June 2023

- Developed a web application using public data from the City of Seattle to find local parks with specific amenities around the Greater Seattle area.
- Mapped using Leaflet to display parks located on plots on an interactive map.
- Used React to build the website and filter for local parks based on specific amenities on the map.

### Gender Gap in Gaming | *JavaScript, Power BI, React.js, Figma, Miro, Git*

Jan. 2023 – June 2023

- Designed an analytical and informative website dedicated to exploring the experiences of women in the gaming space, both within the industry and in playerbases.
- Fully designed via Figma and built on the web using React.
- Visualized data using PowerBI from research articles and responses from interviews and surveys.

### Blossom | *Figma, Illustrator, Photoshop, Miro*

May 2023

- Ideated and designed a mobile application to support new mothers in postpartum.
- Prototyped using Figma to replicate user experiences and resources available in the app.
- Created logos utilizing Adobe Photoshop and Illustrator.

## Experience

### IT Student Assistant

Nov. 2021 – June 2023

*University of Washington: Health Sciences and Academic Services*

Seattle, WA

- Primary contact for troubleshooting software and equipment systems used in classrooms.
- Maintained inventory and upkeep of AV equipment used across campus.
- Managed front desk operations and provided reception services for faculty.

### Club President

April 2020 – June 2023

*Gaming Association @ UW: Valorant (WGA Valorant)*

Seattle, WA

- Co-founded and led a competitive gaming community with over 1,500 active members.
- Organized large-scale tournaments and events, and established partnerships with industry-leading brands such as Razer and Red Bull.
- Oversaw event staff and enriched the vibrancy of the gaming community at UW through my impactful leadership.

### Undergraduate Research Assistant

Feb. 2022 – March 2022

*UW iSchool's GAMER Research Group*

Remote

- Documented research interviews and examination results.
- Encoded video transcripts to study the relationship between mental wellness and gaming using ATLAS.ti.
- Presented research findings to Informatics faculty and fellow researchers.

## Skills

**Design:** User Experience, Interaction Design, User Interface, Digital Prototyping, Visual Design, Wireframing, Low-High Fidelity Mockups

**Research:** User Interviews, User Testing, Information Architecture, Journey Mapping. Quantitative Analysis, A/B Testing

**Software:** Photoshop, Illustrator, Figma, Miro, JavaScript, HTML/CSS, Java, SQL, VS Code, Git, Bash, GitHub, Tableau, SSMS, ATLAS.ti