

NATASHA SCHMID

UX Designer | Problem Solver | Educator

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EDUCATION

University of Washington

B.S. in Human Centered Design & Engineering
GPA 3.85
Expected Graduation June 2022

EXPERIENCE

Course Assistant (HCDE 210), University of Washington

March 2020 – Present

Provide detailed feedback on app prototypes, reflection essays, and research reports for an introductory human-centered design course. Facilitate student discussions about capable, responsible, and reflective design as well as strategies for creating accessible and sustainable products.

Engineering Peer Educator, University of Washington

January 2020 – Present

Develop curriculum, lesson plans, and activities for a class that I will facilitate in the fall, which all incoming Engineering Undeclared students are required to take. Aid incoming engineering students succeed in their transition to college. Collaborate and meet with fellow EPEs regularly.

Social Media Manager, Balanced Babes Fitness

August 2019 – Present

Manage social media platforms to promote “Balanced Babes” fitness program. Work to create a strong brand presence and increase follower engagement. Design promotional logos and layouts.

PROJECTS

College Major Interactive Data App, INFO 201

Winter 2020

Developed a web application that displays various interactive data visualizations (using information from 4 datasets) to help individuals choose which college major is right for them. Completed data wrangling & graphed plots in R and built interactive app using Shiny.

Air Quality Interactive Web App, HCDE 310

Autumn 2019

Developed & designed a web application that takes user input (text or vocal) for any location and returns corresponding air quality data and suggested action. Backend involved mashing 3 different APIs using Python, frontend done in HTML, Javascript, & CSS.

EqualiCare, INFO 200

Spring 2019

Designed an app to help elderly immigrants in America face language, cultural, and technological barriers to ultimately better comprehend and take part in their health care. Conducted interviews and surveys among various stakeholders for research. Received INFO 200 Best Final Project Award.

EXTRACURRICULAR

Engineers Without Borders, UX Design Team

September 2019 – Present

Work on community-driven development programs by collaborating with other students to design and implement sustainable engineering projects. Currently working on designing an interactive visualization for a rainwater reclamation system that is being implemented in a campus building.

STEMinist Club, Marketing Team

September 2018 – Present

Advocate for changing the gender imbalance within STEM fields/careers. Focus on mentorship and community outreach to empower women and promote diversity.

SKILLS

Design Tools: Illustrator, InDesign, Figma, Marvel

Design Methods : Wireframing, Prototyping, Content Strategy, User Research

Technical : Java, Python, R, HTML/CSS