

Natasha Schmid

UX Designer

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EDUCATION

University of Washington,
Seattle
B.S. Human Centered
Design & Engineering (HCI)
Graduation June 2022
GPA 3.85

DESIGN

User Research
Journey Mapping
Content Strategy
Storyboarding
Info Architecture
Wireframing
Prototyping
Usability Testing

TOOLS

Adobe Illustrator
Adobe InDesign
Figma
Marvel

CODING

Java
HTML/CSS
Javascript
React
Python
R

INTERESTS

Social Justice
Women in STEM
Hiking
Water Polo
Barista-ing

EXPERIENCE

Course Assistant (HCDE 210), University of Washington
March 2020 – Present

Provide detailed feedback on app prototypes, reflection essays, ideation exercises, 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

Lead an engineering exploration class of 25 students. Develop curriculum, lesson plans, and activities with personalized learning objectives for weekly class meetings. Prepare incoming engineering students for a smooth transition into the university community. Collaborate and meet with fellow EPEs regularly.

PROJECTS

Proxxmu, UX Designer
Spring 2020

Prototyped a mobile application that provides a safe platform for neighbors to seek help and build relationships amongst one another. Focused on connecting partners to foster accountability and mutual support. Conducted competitive analysis and user interviews.

Air Quality Interactive Web App, Web Developer
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, UX Designer
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.

UW STEMInist, 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.