

NICOLAS PAK

Interaction Designer

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Research:

User Interviews
Surveys
Contextual Inquiry
Usability Testing
Ethnography
Concept Mapping
Focus Group
Storyboarding
A/B Testing
Cognitive Mapping
KJ Technique
Mind Mapping

Tools & Software:

Adobe XD
Illustrator
Photoshop
Figma
Sketch
InDesign
Fusion360
Adobe Capture
After Effects
Lightroom
Axure

Programming:

HTML/CSS
JavaScript
Python
SQL
Git
Swift/XCode
Android Studio
Java
C++
C#
PHP
Arduino

Education:

Indiana University Bloomington

BS Informatics | August 2016 - May 2020
Minor: Human Centered Computing
Spring 2020 Dean's List
GPA: 3.434/4.0

Work Experience:

Super Purposes - Seattle, WA

Lead UX Researcher | September 2020 - Present

UX Researcher | August 2020 - September 2020

- Managed and executed user research and concept development
- Conducted usability testing, and measured quantitative data to track users accessibility and time between different pages within the website.
- Created surveys for internal and external audiences.
- Working closely with marketing specialist, web developer, and graphic designer, incorporating research & designing suitable website for all users.

IU Undergraduate Research - Bloomington, IN

UX Design Intern | January 2020 - May 2020

- Selected as a research candidate, coordinated UX project and assigned roles between 3 cross functional teams using Agile.
- Gathered data on people's recycling and waste management practices by conducting behavioral studies, contextual inquiries, and virtual interviews.
- Analyzed the key takeaways from behavioral studies, which lead to the wireframes of the contactless waste management mobile application using Adobe XD.

Healthcare Journey Lab - Bloomington, IN

UX Design Intern | August 2019 - May 2020

- Understood the research team's needs through team surveys and interviews, created a roadmap for the team website to achieve the objective of visually representing current studies conducted by the lab members.
- Facilitated the design process by leveraging Adobe XD, which lead to implementing the wireframe's design in HTML, CSS, and JavaScript.
- Conducted an A/B testing to 150 people after one month Agile design sprint; spotted the user pain point on the navigation link