Nicolas Pak

UX Designer
Frontend Engineer

nicolaspak2020@gmail.com
(425) 381-5266

RESEARCH

Interviews
Surveys
Observation
Behavioral Mapping
Cognitive Mapping
Concept Mapping
Storyboarding
Think Aloud
Mind Mapping
Focus Groups
Contextual Inquiry
Personas
A/B Testing
Usability Testing
Ethnography

DESIGN

Balsamiq
Sketch
Figma
Photoshop
Adobe InVision
Adobe XD
Adobe Illustrator
Adobe InDesign
Adobe Capture
Fusion360

PROGRAMMING

HTML/CSS
JavaScript
Node.js
JSON
Angular.js
SASS
Python
Java
Arduino
SQL
PHP
C++

EDUCATION

Indiana University, Luddy School of Informatics, Computing and Engineering
Bloomington, IN | August 2016 - May 2020   GPA: 3.438/4.0
Bachelor of Science in Informatics
Minor: Human Computer Interaction

EXPERIENCES/PROJECTS

Switchyard Park Experience | Bloomington, IN
AR Gaming/Travel Application Project | Jan 2020 - Present
• Conducted a research at the Bloomington Switchyard Park by photoethnography, observations and interviews to collect data and information on current entertainment amenities and services at the park.
• Sketched the model of AR Gaming system using Adobe Illustrator and Photoshop. Storyboarded the AR Gaming experience app with the potential users to predict and explore user's experience with the product.

Undergraduate Research UX Internship | Bloomington, Indiana
Zero Waste Mobile Application Project | Jan 2020 - Present
• Selected as a research opportunity candidate, coordinating the UX project and assigning roles between 3 other cross functional team members using Agile/Scrum, tracking the project development process.
• Gathered data from Green Camino compost/waste management company by conducting interviews, observations, surveys to understand and visualize the current waste management methods, practices and waste management technology.

Healthcare Journey Lab | Bloomington, IN
Research Team Web Development Project | Aug 2019 - Present
• Understood the current research team's needs through team surveys and interviews, created a roadmap for the Research 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 A/B testing to 150 people after a one month Agile design sprint; spotted the user pain point on the navigation bar and the search bar of the website UI layout.
• Improved the time of the site accessibility by average of 2 seconds after a 6 hours of development and debugging effort.
• Successfully launched the Healthcare Research Team website, reaching over 200+ users.

LEADERSHIP

UX Design and Research Club | Bloomington, IN
President, Co-Founder | Aug 2018 - Present
• Created a roadmap for UX Design & Research club meetings to achieve the objective of helping undergraduate/graduate students to fulfill their interest as a UX Researcher and UX Designer.
• Managing and communicating with the club executive board members using JIRA to coordinate for weekly club meeting activities such as UX mock interview practices and UX project workshops.
• Increased the club membership from 30 people to 64 people throughout a 3 month time frame by actively creating club flyers using Adobe Illustrator..