

EDUCATION **B.S. Human-computer Interaction** Sept 2012 - Present
University of Washington, Seattle
Graduation: June 2015

EXPERIENCE **The Information School (University of Washington)** Sept 2014 - Present
Undergraduate Teaching Assistant
- Assisted in teaching the course, Information Visualization and Aesthetics.
- Taught visual design principles, Adobe Illustrator, and Tableau.
- Provided critique and grade feedback to students' work.

Blizzard Entertainment June 2014 - Sept 2014
Data Visualization Intern
- Designed the user experience for and developed a web application that organizes dashboards in a Tableau Server. The application is currently being used by departments across the company as an internal tool.
- Created an infographic about Blizzard's game, Hearthstone, that was published on various Blizzard media outlets.

Bonsai Media Group Mar 2014 - May 2014
Frontend Web Development Intern
- Worked on websites requiring frontend migration into the Umbraco CMS.
- Coded responsive websites utilizing Zurb's Foundation framework.
- Updated content and styling on clients' Wordpress sites.

SKILLS **Designer Tools**
User Experience Design, Interaction Design, User Interface Design, User Research Methods, Information Architecture, Content Strategy, Interviewing, Surveys, Contextual Inquiry, Persona Creation, Userflows, Wireframing, Paper and Frontend Prototyping

Software
Adobe Illustrator, Adobe Photoshop, Tableau, Axure RP, LucidChart, Sketch, Microsoft Visio, SurveyMonkey, Github, Eclipse

Languages
HTML5, CSS3, Javascript, jQuery, PHP, SQL, Java

PROJECTS **BlizzStats**
Blizzard Entertainment
Designed the UX for a web portal that organizes Tableau dashboards for efficient access and searching.

Tech Stack:
HTML5 CSS jQuery PHP

Aegean Cruises
Information Architecture Project
Employed usability design strategies for a cruise line site with the goal of increasing audience satisfaction of excursions.

Software:
LucidChart Adobe Illustrator