# Natalie B. Lampa

## Designer | Coder

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## **EDUCATION**

#### **UNIVERSITY OF MICHIGAN**

Ann Arbor, MI | May 2021

#### School of Information

Bachelor of Science in Information User Experience Design and Web Dev. *Major GPA:* 3.89/4.0

College of Lit., Science and the Arts
Bachelor of Science in Asian Studies

## **RELEVANT COURSES**

UX Field Research in the Public Sector
Web Design, Dev. and Accessibility
Needs Assess. and Usability Evaluation
Data Structures and Algorithms
Data-Oriented Programming
Building Interactive Applications
Putting the H in HCI: Human Perception,
Cognition, and Mental Processes
Digital Product Design
Interaction Design Studio
Ethics and Information Technology

#### **SKILLS**

#### **UX Methods**

Competitive Analysis
Personas & Scenerios
Wire-framing
Heuristic Evaluation
Usability Testing
Affinity Diagram

#### **Programming**

HTML/CSS Javascript jQuery Python C/C++/Java Swift

#### **Design**

Figma
Photoshop
Illustration
Invision
Adobe XD
InDesign

## Language

English Filipino

## **WORK EXPERIENCE**

**ONE SUMMER CHICAGO** | Chicago, IL. July 2020 - Aug. 2020 Developer with team of 3

- Designed and developed prototype iOS application to report and upvote potholes in Chicago to hold aldermen accountable as part of Apple's Everyone Can Code Prog.
- Presented prototype for judging and chosen as one of the top 4 teams among 16 finalists to present live for the 2020 Apple Community Showcase

**KNOWLEDGE GRID** | Ann Arbor, MI Sep. 2017 - Present *Undergraduate Research Analyst and Developer* 

- Developed wireframe designs and a high-fidelity prototype for a medical web app to be utilized by physicians through Epic Systems
- Developed medication comparison web application with team members utilizing Vue.js and JavaScript to crowdsource a fine-grained medication risk scale

## **PROJECTS**

## PORTFOLIO WEBSITE | Chicago, IL

Summer 2020

Personal project / nlpa.github.io

 Designed and developed portfolio website with accessibility features using HTML, CSS, and Javascript to showcase goals and achievements

## **CLOUDNINE** | Ann Arbor, MI

Winter 2020

Course project / https://tinyurl.com/y32j5kfg

 Designed a high-fidelity prototype phone application in Figma to provide college students an efficient way to plan travel itineraries

**NEIGHBORHOOD RESILIENCY** | Ann Arbor, MI Spring 2019 Course project with team of 3

- Conducted interviews with residents from Southwestern Ann Arbor and utilized affinity diagrams, personas, and matrices in order to identify their emotions, motivations, and needs in relation to neighborhood resiliency
- Presented final user research project findings, insights, and recommendations to Ann Arbor City Hall staff members

#### **LEADERSHIP & ENGAGEMENT**

#### FILIPINO AMERICAN STUDENT ASSOCIATION

Treasurer, 2019-2020; Technology Chair 2018-2019

- Advised members on financial matters in accordance with the prepared budget and projected event expenses
- Coordinated fundraisers and maintained financial documentation in order to ensure adequate funding for events