

Natalie B. Lampa

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EDUCATION

UNIVERSITY OF MICHIGAN

Ann Arbor, MI

Bachelor of Science in Information, Focus in UX Design & Web Development

May 2021

- Major GPA: 3.87/4.0
- Coursework in Web Design, Development, and Accessibility, HCI, Data Structures and Algorithms

PROFESSIONAL EXPERIENCE

INTELLEXT INC.

San Francisco, CA

UX Research Intern

January 2021 – Present

- Produce mockups in Figma to showcase the online negotiation platform for investment pitches
- Identify user pain points in the negotiation process through UX literature review and interviews

APPLE APP ACCELERATOR

Chicago, IL

iOS Developer Intern

October 2020 – January 2021

- Collaborated in a team of 3 to design and code an iOS mobile application that utilized Xcode and Firebase API to solve community issues and improve road repair and response
- Pitched application prototype in 2020 Apple Community Showcase and placed among Top 4

KNOWLEDGE GRID

Ann Arbor, MI

Research Analyst and Developer

September 2017 – Present

- Created wireframe designs and hi-fi prototypes from user research data for a medical application to improve patient health communication when utilized physicians through Epic Systems
- Programmed a medication comparison application with Vue.js and Javascript to crowd-source fine-grained medication risk scale and co-authored the resulting paper published for the 2020 American Medical Informatics Association Symposium

LEADERSHIP EXPERIENCE

POLSKY TECH PUBLISHER

Chicago, IL

UX Researcher and Designer

September 2020 – Present

- Improved usability through user-tested hi-fidelity prototypes in AdobeXD to redesign the University of Chicago Polsky Center Technology Publisher website to enhance the experience of industry partners

NEIGHBORHOOD RESILIENCY

Ann Arbor, MI

UX Field Researcher

May 2019

- Conducted user field interviews with residents from Southwest Ann Arbor and utilized affinity diagrams, personas, and matrices to identify users' emotions, motivations, and needs

FILIPINO AMERICAN STUDENT ASSOCIATION AT UM

Treasurer & Technology Chair

August 2018 - May 2020

- Managed cash assets and liquidity positions for philanthropy; raised \$3,500 for educational showcase

SKILLS

PROGRAM: HTML/CSS, JavaScript, jQuery, Python, C/C++, Java, Swift, Statistics, Cloud

DESIGN: Figma, Adobe: Photoshop, Illustration, XD, InDesign, Invision

COMMUNICATE: English, Filipino; UX: Wire-framing, Usability Testing, Heuristic Evaluation, Data Analytics