Oliver Engel

Product Designer

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EDUCATION

Master of Human-Computer Interaction + Design
University of Washington, Seattle • Graduating Aug. 2019

Interdisciplinary Computing and the Arts (B.A.)
University of California, San Diego

WORK EXPERIENCE

Product Design Intern – Collective Health
San Francisco, May - Aug 2018

- Developed typography, spacing, and icon design system elements and helped ship the updates to the live iOS and Android apps.
- Developed interaction patterns for a claims processing tool.
- Received and accepted offer to work as a design contractor after the end of the internship.

Design & Production Intern – NBCUniversal
San Diego, May 2017 - Jun 2018

- Animated and edited visuals and audio for multiple television ads.
- Assisted with filming and audio recording on production shoots.

Web & Graphic Designer – AS Graphic Studio
San Diego, Apr 2017 - Apr 2018

- Worked with clients to design websites, graphics, and apparel.
- Managed physical production & printing.
- Developed websites using HTML, CSS, and JS.

Lead Graphic Designer – University Centers UCSD
San Diego, Apr 2014 - Apr 2017

- Managed and assigned workload for a team of four designers.
- Received a scholarship and university award for outstanding work as a student employee.

I'M GOOD WITH

Design systems	Sketching
Front-end dev	Storyboarding
Info architecture	Typography
Interaction design	Usability studies
Interface design	User interviews
Motion design	Visual design
Prototyping	Wireframing

TOOLS I USE

Arduino	HTML/CSS/JS
Adobe Suite	InVision
Figma	Sketch

RECENT PROJECTS ❤

Pitch.ai
Lean UX for an AI Startup

Prototyping, interaction design, and customer validation for a machine learning web app.

Microsoft Education
Hacking STEM

Iterative prototyping, physical computing, and interaction design to develop a digital STEM learning kit for kids.

IDEO & Libraries
Master's Capstone

Participatory design, user research, interaction design, and prototyping–project in progress.