

Ostin Kurniawan

PRODUCT DESIGNER

 OSTIN.CO

Education

University of Washington, Seattle

B.S. Human-Centered Design & Engineering (HCDE) with concentration in Human-Computer Interaction (HCI)

Skills

Expert use of industry-standard design tools such as **Adobe Illustrator**, **InDesign**, and **Sketch** to create visual mockups and final designs.

Proficient with high-fidelity interactive prototyping tools such as **Framer** and **Adobe XD**.

Well-versed in web technologies such as **Python**, **HTML/CSS**, and **JS**.

Exceptional with **constructive criticism** and **deadlines** from years in personal and professional settings.

Efficient with execution of designs to ensure **deadline punctuality**, **business viability**, and **client satisfaction**.

Experience

Research Assistant, University of Washington CoSSaR

Oct 2016 - present

Conducted research (interviews and qualitative analysis) on post-disaster housing recovery tools.

Developed fully-interactive, easily-distributable visualisations for longitudinal housing recovery concepts with Python, JS, and Bokeh.

Developed in support of DESaster (github.com/milessb/DESaster) as a NSF REU for the Center for Collaborative Systems for Security, Safety, and Regional Resilience (CoSSaR)

Lead Layout Designer, Voyage UW Travel Magazine

Oct 2016 - present

Lead a team of two designers and two illustrators in designing and publishing three issues of a magazine focused on travel.

Developed layout and typographical standards to ensure design consistency.

Worked efficiently alongside editorial, photography, marketing, and events teams.

Research Assistant, University of Washington emCOMP Lab

Oct 2016 - present

Conducted research, literature reviews, semi-structured interviews and qualitative analysis on social media use during crisis events.

User Experience Designer, Circles

Mar 2017 - Jun 2017

Researched, ideated, designed, and iterated on a mobile application to facilitate communication between student groups and members with three other student designers.

Applied the full UX process from competitive analysis and user interviews to interactive prototypes using Sketch and Adobe XD.

Developed as a class project in *HCDE 318: Intro to User-Centered Design*.

Publications

Wilson, T., Bipat, T., Kurniawan, O., Choi, Y.J., Starbird, K. "It is Not all Fun and Games: Breaking News Consumption on Snapchat."

Submitted to SIGCHI 2018

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