

# Ostin Kurniawan

PRODUCT DESIGNER

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## Education

### University of Washington, Seattle

B.S. Human-Centered Design & Engineering (HCDE)

Expected Graduation: June 2019

## Experience

### Research Assistant, University of Washington HCDE

Oct 2016 - present

I conduct research (interviews and qualitative analysis) on post-disaster housing recovery and develop fully-interactive, easily-distributable visualisations for DESaster ([github.com/milessb/DESaster](https://github.com/milessb/DESaster)) using Python, JS, and Bokeh. Developed as a National Science Foundation REU for the Center for Collaborative Systems for Security, Safety, and Regional Resilience (CoSSaR).

### Student Coordinator, University of Washington Housing & Food Services

Oct 2015 - Present

I manage students, produce and serve quality consumables, maintain hygiene and presentation standards, and provide exceptional customer service to the greater UW community.

## Projects & Activities

### UX Designer, Circles

Mar 2017 - Jun 2017

I researched, ideated, designed, and iterated on a mobile application to facilitate communication between student groups and members. I 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*.

### Senior Layout Designer, Voyage UW Travel Magazine

Oct 2016 - Present

I lead a team of two layout designers and two artists in designing *Voyage*, a bi-annual travel magazine. Design work is done in Adobe InDesign.

### Graphic Designer and Co-Founder, Expatriate Students Assoc. of UW

Mar 2016 - Present

I am responsible for branding, print, and web design and administration of a student association that strives to create an inclusive community for 'third-culture' students at the UW.

## 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