

# Reid Alexander

Seattle, WA | 202.236.5676 | reidcar@uw.edu | [LinkedIn](#) | [Portfolio](#)

---

## EDUCATION

**University of Washington | Seattle, WA**

Expected June 2026

*Bachelor of Science in Informatics (HCI/UX focus), Minor in Applied Mathematics*

GPA: 3.55 | Dean's List (6 quarters)

---

## SKILLS

- **Design & Creative:** Figma, Axure (basic), Adobe Photoshop & Lightroom.
  - **Web & Code:** HTML, CSS, basics in JavaScript, Java & PostgreSQL.
  - **Productivity:** Google Suite, Microsoft Office Suite, & LaTeX.
- 

## RESEARCH

**Pulse Lab**, Research Assistant, *University of Washington*

April 2025 - Present

- Conduct literature review on the role of science and design fiction in shaping public understanding of scientific knowledge.
  - Collaborate with advisor Spencer Williams to design a project focused on improving science communication through speculative design methods.
- 

## PROJECTS

**DialBoard** | Input & Interaction

- Co-designed a radial keyboard for pointing devices, enabling gesture-based input.
- Prototyped an interactive system using HTML, CSS, and Java.
- Performed user testing to measure speed, accuracy, learning curve, and preference.

**Emerald Uprising** | UX Design of Games

- Conceptualized a co-op, eco-themed FPS where players use solar-powered tools to cleanse polluted environments and restore ecosystems.
- Created a game pitch and detailed moodboard highlighting environmental storytelling.
- Designed wireframes outlining mission flow, weapon interaction, and tutorial sequences.
- Developed a high-fidelity onboarding Figma prototype to guide players through early gameplay.

**RSocial** | Design Methods

- Collaborated on a mobile app to centralize and streamline the discovery of UW's Registered Student Organizations (RSOs).
- Led UI design in Figma, creating an intuitive interface in Figma inspired by familiar engagement models (e.g., dating apps) to improve accessibility and retention.

---

## RELEVANT COURSEWORK

- UX of Game Design
  - Input & Interaction
  - Client-side Development
  - Inclusive Design & Engineering
  - Research Methods
  - Design Methods
  - Product & Information Systems Management
  - Introduction to Programming I-III
  - Biopsychology
- 

## WORK EXPERIENCE

**Seattle Storm**, Seasonal Team Photographer May 2025 – Present

- Capture a range of home game day visuals including player arrivals, in-game action, fan activations, and VIP appearances for the WNBA's Seattle Storm.
- Provide high-quality content for marketing and social media use in a fast-paced environment.

**Cloud Generation**, User Design Intern June 2024

- Spearheaded a comprehensive assessment of the company's learning platform from a user perspective to identify areas for improvement.
- Delivered a report with actionable recommendations to improve platform accessibility and user engagement.

**University of Washington Intercollegiate Athletics**, Sports Creative Jan 2024 – Present

- Provide real-time coverage of live sporting events, ensuring fast turnaround of deliverables for media and marketing needs.
- Create visual content for the University of Washington's 22 athletic teams, utilized in social media, marketing campaigns, and recruitment efforts.
- Collaborate with a creative team to execute high-profile photography for recruits, DEI initiatives, and digital marketing strategies, strengthening UW Athletics' visual brand across digital platforms.