

# Jueru He

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## SKILLS

**UI/UX Design:** User Research, Usability Testing, Wireframing, Prototyping (Low-Fidelity & High-Fidelity Mockups), Interaction Design, Web/Mobile Design

**Programming Languages:** SQL, Java, Python, JavaScript (ES6), HTML/CSS, React, Firebase, Git/Github

**Design & UX Tools:** Figma, Adobe XD, Sketch, Photoshop

**Project Management & Collaboration:** Microsoft Office Suite, Zoom, Slack, Miro, Canva, Discord

## EDUCATION

**University of Washington, Information School**

**June 2026c**

*Bachelor of Science in Informatics - Human Center Interaction, Minor in Data Science*

- GPA: 3.85/4.0
- Dean's List: Fall 2022 - Present

## RELEVANT EXPERIENCE

**UX/Visual Designer** | *boAt company*

**July 2023 - September 2023**

- Conducted 15+ stakeholder interviews and surveys to identify critical pain points in HRIS systems, leading to streamlined workflows and reduced time spent on HR tasks for 500+ employees across three locations.
- Designed transparent compensation dashboards, increasing employee engagement from 78% to 90% and improving usability task completion rates from 90% to 92%.
- Ensured 100% accessibility compliance (WCAG 2.1), reducing HR support queries by 30%.

## PROJECTS

**Interactive Music Warm-Up Platform** | *Front-End Developer*

**January 2025 - March 2025**

- Developed a music warm-up platform using HTML, JavaScript, CSS, and React, optimizing warm-up flows and increasing new user completion rates by 35% and engagement by 25%.
- Integrated Firebase to store user warm-up preferences, enabling personalized experiences and reducing setup time by 40%, significantly improving usability.
- Improved user interaction and responsive design, achieving a 90% user satisfaction rate.

**Hackathon: Disaster Relief Resource Donation App** | *UX Designer*

**January 25, 2025**

- Researched 10+ existing solutions and optimized product design through iterative prototyping with 8 industry mentors.
- Developed a mobile app prototype with an interactive map and real-time tracking, increasing donor transparency by 60% and reducing mismatched donations by 40%.
- Awarded 2nd place among 70+ competing teams in the Best Overall Project category.

**Language-bridging and Communication App** | *UX Designer*

**October 2024 - December 2024**

- Designed and iterated a Figma prototype addressing language barriers for older adults, achieving 95% user satisfaction.
- Conducted user research with 10+ immigrant older adults, ensuring the app's usability by integrating features like automatic translation and a photo gallery.
- Collaborated with stakeholders to refine the design, resulting in an intuitive and accessible interface that increased engagement by 40% during pilot testing.

## LEADERSHIP EXPERIENCE

**Husky Help Organization** | *Event Director*

**January 2024 - May 2025**

- Lead the planning and organization of 20+ campus events, each attracting an average of over 200 participants and securing a total sponsorship amount exceeding \$30,000.
- Increase campus event participation and student satisfaction, achieving a 100% completion rate across all events.