

Samantha Rowen

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Collaborative, analytical graduate with 3 years of experience observing employees, analyzing their behavior, and presenting these findings concisely. Seeking opportunities to discover pain points, conduct usability studies, and present findings in a way that incites innovation.

Bachelor of Art in Design and Bachelor of Science in Computer Science

University of California, Davis

GPA: 3.66

Projects

1. *A Shelter-in-place App: ConMigo, 2021-2022*

Interviewed 5 parents about their experience during the pandemic. Analyzed insights and created a mock-up for children to improve their holistic health during the pandemic.

2. *A Dental App: Dental Investigator, 2021-2022*

Researched, interviewed, and designed a mock-up app to improve access to dental care and dental information. Did so using personas, wireframes, and usability studies.

SKILLS

Interpersonal: Collaborative, empathetic, dependable, and an active listener.

Coursework: UI/UX Design, Human Centered Design, and Human Computer Interaction.

Software: Adobe Suite, Figma, HTML, CSS, MS Office.

EXPERIENCE

Attractions Cast Member, Disney College Program

July 2021–Jan 2022

- Demonstrated quick problem-solving skills, adaptability, and empathy during guest interaction and the operation of the attraction.
- Presented safety requirements of the Walt Disney Company through one-on-one conversation, 16 person presentations, and large and small group directing.

Supervisor, Computer Lab Management at UC Davis

April 2018–June 2021

- Observed and evaluated employees and analyzed these findings in a written and oral review that was presented in an honest, concise, and impactful way.
- Improved internal training materials and user technologies through the presentation and communication of my findings, experience, and observations with upper management.
- Trained 16 individuals on organizational policies and procedures through one-on-one training, small group meetings, and in 80 person, employee-wide meetings.

Software Engineering Intern, Rhombus Systems

June–August 2019

- Coded and designed an internal dashboard that aided cross-disciplinary team members in quickly evaluating the usability and practicality of their growing product.
- Participated in biweekly cross-disciplinary meetings to discuss features and improvements based on client feedback.