

Sandy Tanwisuth

UX Engineer

✉ kst@berkeley.edu
 🏠 sandyuxdesign.web.app
 📁 github.com/sandguine
 🔗 linkedin.com/in/stanwisuth

Creating universal
accessibility through
design is my passion.

EDUCATION

IxDF	UX Design (In-progress)	2022
Coursera	Google UX Design Cert (In-progress)	2022
University of California, Berkeley	2019 - 2021	
Post-Graduate Study	Computational Cognitive Science	
Arizona State University	2013 - 2017	
Bachelor of Science	Mathematics, minor in Psychology	

SKILLS

Web Development

HTML5, CSS3, Chrome DevTools, TypeScript, Node.js, firebase, React.js, Gatsby, flask, Django, Requests, BeautifulSoup4

Programming

JavaScript, Python, Julia, R, MATLAB, Bash, Shell, Ruby, C++

UX and Design

Adobe Creative Suites: XD, Photoshop, InDesign, Illustrator, Figma, Invision, JustInMind

Others

git, SQL, LaTeX, nvm, eslint, Anaconda, Qualtrics, Heroku, Google Analytics, Docker

SERVICES & LEADERSHIP

7/2020 - Present	Pro Bono PhD Admission Mentor
Project SHORT	
6/2020 - Present	Full-stack Developer Volunteer
Neuromatch Academy	
12/2021	Tech Volunteer and WiML Facilitator
NeurIPS	
4/2020	Tech Volunteer and MARL Reviewer
ICLR	
7/2020	Technical Support Volunteer
ICML	

PUBLICATIONS

Aesthetic preference for art can be predicted from a mixture of low- and high-level visual features
 Nature Human Behavior | 📄 Paper

PORTFOLIOS

Refined Interiors User-centered Responsive Site
 Firebase App | 📄 Code | 🌐 Website | 📄 AB Testing
 3/2022 - 4/2022

Caltech O'Doherty's Lab Site (Live: 2017 to 2021)
 Web Development | 📄 Code | 🌐 WebArchive | 🌐 Website
 8/2017 - 9/2017

Social Behavioral JavaScripts Gambling Game
 A Behavioral Data Collection App | 📄 Code | 📄 Paper
 6/2020 - 7/2020

Behavioral JavaScripts Arts Game
 A Web-based JavaScript Game | 📄 Code | 📄 Paper
 3/2018 - 4/2018

Historical-Self Play for Autocurricular Generation
 Final Project for Deep RL Class | 📄 Code | 📄 Paper
 8/2019 - 12/2019

FRONT-END DEVELOPMENT

Refined Interiors 2/2022 - Present
UX Engineer and Designer

Collaborated closely with the principal designer to identify frictions from customers standpoint. Then created and implemented fully responsive website per devised design using JavaScript, CSS, and HTML. Achieved better customers' engagement and retention on the site measured through Google Analytic.

Neuromatch Academy (NMA) 6/2020 - Present
Fullstack Developer Volunteer

Volunteered as a full-stack web developer to help NMA prepared an educational platform. Cooperated with diverse individuals on critical design decisions to implement clean, valid, and compatible web app for NMA.

California Institute of Technology 9/2017 - 7/2019
Postgraduate Technician

Designed and developed online behavioral experiments with JavaScript. Established a data-collection pipeline with Heroku. Generated web-scraping pipeline to create artworks and photos database.

RESEARCH AND MENTORING

University of California, Berkeley
Graduate Student Researcher 8/2019 - 12/2021
 Surveyed and applied Bayesian methods to human decision making models. Executed Deep RL techniques with TensorFlow. Simulated data, tuned parameters then analyzed and interpreted experiment results.

Graduate Student Instructor - Computational Cognitive Neuroscience, Research Methods 8/2020 - 12/2021
 Demonstrated tutorials on machine learning concepts. Clarified different deep learning algorithms and neural networks architectures. Led discussion sections on technical topics using Socratic methods then describe mathematics behind the study materials.