# SHIVANK MISTRY

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# **SKILLS**

User Research Prototyping Design Thinking Wireframing Data Visualization Data Analysis Usability Testing

# **TOOLS**

Figma
Photoshop
Illustrator
Tableau
R
Python
HTML/CSS

# **ACTIVITIES**

# Director of Hike Leaders, Hiking Club at UW

January 2019 – Sept 2021

 Managed a team of over 15 hike leaders within the club and lead hikes around Washington parks.

# **EDUCATION**

#### **University of Washington**

Sept 2018 – June 2023

B.S in Human Centered Design and Engineering Minor in Informatics

#### EXPERIENCE

#### University of Washington, Research Assistant

Dec 2021 - Present

 Use serious games to educate children on topics in information and data ethics. This project hopes to ideate, playtest and publish findings on serious games for data ethics education.

#### HP Inc., Customer Experience (CX) Intern

June 2018 - Present

Summer '21 - Present: CX Research

- Lead a project of customer experience journey testing to understand key trouble points during a customer support experience from conception to implementation.
- Grow the program from 3 testers per month to 10. Become the go-to program for CX analytics teams to identify design issues in the customer experience journey.
- Present findings with senior leadership and deliver design recommendations to customer experience teams.

#### Summer '18 to Summer '21: CX Data Visualization

- Improved the engagement of text analytics of customer survey data by designing human-centered data visualizations in Tableau.
- Researched stakeholder needs by conducting qualitative interviews to provide a more individualized approach to customer experience data analysis and visualization.

## University of Washington, Undergraduate Teachers Assistant

Sept 2021 - Dec 2021

- Undergraduate TA for Transformation Technologies in Health Informatics.
- Ran weekly classroom sessions, taught introductory python in a health context.

### HuskyADAPT, UX Designer

Oct 2019 - Sept 2021

- Designed StepUp app for Seattle Children's Hospital to encourage physical therapy for children.
- Provided user-centered design to ensure inclusivity, equity, and participation among children.