

# STEPHAN SOMERS

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## EDUCATION

### University of California San Diego

August 2018

Bachelor of Science in Cognitive Science, emphasis in Human Computer Interaction

**Relevant Coursework:** Design of Everyday Things, Interaction Design, Design for Development, Human Computer Interaction Programming Studio, Intro. to Research Methods, Intro. to Computer Science & Java, Data Science in Practice

## AWARDS

### First Place, Design at UCSD Design Sprint

March 2018

- Participated in a day-long design sprint where my team presented our idea of an open-source education platform that allows for quality control through teacher ratings as well as student feedback.

### Winner, UCSD Halicioğlu Data Science Competition

March 2018

- Project on analysis of veteran suicide for better allocation of suicide prevention resources.

## LEADERSHIP EXPERIENCE & EMPLOYMENT

### UX/UI Designer, YOMP, La Jolla, CA

March 2018-Present

- Develop highly consumer friendly designs and experiences.
- Deliver end-to-end UX design process and deliverables from user flows through wireframes/prototypes to consumer facing page layouts/designs using tools such as Photoshop and InVision.

### Research Assistant, CHEAR, La Jolla, CA

November 2017-Present

- Setup and perform cognitive assessments on participants as well as conducting ECG, EMG, and GSR measurements.
- Maintain the organization of data using Microsoft Excel.

### Wilderness Guide, Outback Adventures, La Jolla, CA

October 2016-May 2018

- Lead and supervise participants to minimize risk in a wilderness setting.

## MEMBERSHIPS & ACTIVITIES

### UCSD Rowing Team

September 2016-September 2017

- Competed in NCAA DII Novice 8+ category.

### Member, UCSD Design Club

March 2017-Present

- Participated in events such as design sprints and various workshops which helped refine certain design skills and tools such as Balsamiq, Photoshop, and InVision.

## SUMMARY OF QUALIFICATIONS

- Led a project team of 8 to design and build a classification tool and visual aid for a non-profit organization which removes the need for a quarterly 20+ hour classification process. This allows the staff to provide quicker and more frequent aid to neighborhood markets, increasing community access to fresh produce.
- Utilized HTML, CSS, and Javascript to create a collaborative shopping list application.
- Utilized human centered design tools such as storyboarding, wireframing, and prototyping to create various products.