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 Halıcıoğlu 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 2017-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.