SUSAN EVANS
UX Designer + Developer

susanev.com

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(206) 395-8146

I have a diverse background in UX design and code and am passionate about improving the human experience by combining deep design and technical knowledge to craft digital experiences.

SKILLS

Design & Research	Programming
Rapid prototyping	JavaScript
Interaction design	HTML & CSS
Typography & layout	Ruby on Rails
Survey design	Java
Usability studies	Python

EDUCATION

University of Washington
MS in Human Centered Design & Engineering
Graduated Jun 2016

University of Arizona
BS in Computer Science and Mathematics
Graduated Dec 2008

WORK EXPERIENCE

UX Designer II @ Microsoft
Sept 2017 – Present

Leading UX design for an internal CMS used to create public facing websites. I have improved accessibility, localization, experimentation, and media management, by using user interviews, interaction design, visual design, and front-end implementation. I work closely with users, project managers, and developers.

Instructor @ Ada Developers Academy
Nov 2016 – Present

Design and teach a series of Ruby classes in an intentionally safe and inclusive, learning community. I regularly gather student feedback to inform curriculum and mentor students.

UX Designer @ Premera Blue Cross
Jan 2017 – Aug 2017

Led research-based design on an agile team. I led design on the member's dashboard, claims and payments, preference center, and navigation, by using user research, interaction design, usability studies, and front-end implementation in Angular.

UX Designer @ University of WA
Feb 2014 – Mar 2016

Conducted interviews with people who lead workshops to advance women and people of color in engineering fields. The interviews informed design iterations and prototypes of tools to improve the experience—which were further guided by usability studies.

Visiting Faculty @ University of WA
Mar 2016 – Jun 2017

Designed and taught undergraduate and graduate introductory programming courses using a Java, Processing, p5.js, HTML/CSS, and Git.

Prior to 2014 I contributed extensively to the computer science education space, across many levels including K – 12, college, and community-based programs.