

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

Rapid prototyping

Interaction design

Typography & layout

Survey design

Usability studies

Programming

JavaScript

HTML & CSS

Ruby on Rails

Java

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 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.