CAROLINE WIN
User Experience & Interaction Designer

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PROJECT EXPERIENCE

Service Designer | Sept - Dec 2016
The Simon Initiative at Carnegie Mellon University

Worked with team of 5 students to design Capsule, a digital platform for undergraduate students to reflect on their values and goals and improve their communication and writing skills.

WORK EXPERIENCE

UI / UX Designer | Nov 2015 - Nov 2016
Argus International, Inc.

Worked with team of developers to design the mobile version of AVMOSYS, an application for business aviation management. Conducted user research, stakeholder interviews, and design meetings. Created wireframes and high-fidelity mockups.

Web Designer & Billing Assistant | Jun - Nov 2015
Arthur H. Win, MD, LLC

Designed and developed website for Dr. Win's telemedicine services. Additionally, organized faxed documents and entered charges for patient visits in billing software Kareo.

Design Engineer | May 2014 - Nov 2015
The OSU College of Medicine

Designed and developed a Virtual Health Coach (VHC), a web application that guides Type 2 Diabetes patients in creating and achieving health goals.

Game Designer | Jan - Aug 2013
USC Creative Media & Behavioral Health Center

Created character and game designs for an iPad game called *Virtual Sprouts* that teaches 3rd to 5th grade students about gardening and healthy eating.

CAREER PIVOT

Medical Student | Aug 2013 - June 2015
The OSU College of Medicine

Discovered passion for patient experience and designing effective experiences for people. Decided to make a career transition from healthcare to design.

EDUCATION

Masters of Human-Computer Interaction (MHCI) Candidate
Carnegie Mellon University
Expected Aug 2017 | GPA 4.0

BS in Biomedical Engineering with 3D Animation Minor
University of Southern California
May 2013 | GPA 3.6

COURSES

Interaction Design
by Scott Klemmer, PhD
Coursera | UCSD

Living with Type One Diabetes, An Interdisciplinary Co-design Experience
by Elizabeth Sanders, PhD
The Ohio State University |
May 2016

Interaction Design Workshop
Cooper U | Nov 2015

SKILLS

User Research
Contextual Inquiry
Stakeholder Interviews
Rapid Prototyping
Heuristic Evaluation
Storyboarding
Usability Testing
HTML, CSS, JavaScript

Design Tools

Sketch
Adobe Illustrator
Adobe InDesign
Adobe Photoshop
InvisionApp