Warren Lai
Design | Education | Research

Email
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Portfolio
warrenlai.me

Education

University of California, Berkeley
GPA: 3.5
Data Science, B.A
Certificate of Design Innovation
Graduating May 2020

Skills

Design: Sketch, Figma, InVision, Marvel, Adobe Creative Suite, UserTesting, Tableau

Development: HTML5/CSS, Java, Python, Tableau, SQL

Emphasis: responsive design, human-centered design, user research + synthesis, rapid prototyping, visual design

Research

Research Apprentice – Haas School of Business
Conducted research on human bias in interview settings by analyzing academic and social perceptions through filmed case-interview conditions.

Research Assistant – Blackburn Lab UCSF
Explored the implications of telomere length and insertions/deletion mutations on health and behavior.

Student Involvement

Peer Health Mentor
Led weekly one hour health education workshops using a trauma-informed teaching approach to classes ranging from 25-35 students to foster honest conversations about young adults' health choices.

Photographer
Shot and edited fashion photography for Berkeley's fashion blog, Garb.

Piano Teacher
Crafted music teaching curriculum to give little to no cost private lessons to children around the Bay Area.

Experience

Berkeley Innovation - Education Director
Berkeley, CA | 01/2018 – Present

Currently creating and delivering design education curriculum, covering various topics including visual principles, design thinking, and prototyping to 28 design students. Previously a Project Mentor and Design Consultant.

Ubiquity Press - Design Intern
Berkeley, CA | 05/2019 – 09/2019

Designed and shipped a web product to empower academics in publishing their research material, in partnership with the British Library. Dove deep into complete design cycle — from needfinding to testable prototype, alongside with a co-intern and the CEO.

The Design Exchange - Design Researcher
Berkeley, CA | 01/2019 – 05/2019

Researched design education in academia, seeking to understand how designers frame their decisions and the problem space. Worked alongside a multidisciplinary team of 8 students to create a more robust way of recommending design methods to students and industry professionals.

PredictEV - UI/UX Designer
Berkeley, CA | 10/2018 – 02/2019

Designed the interface and experience for PredictEV's in-game chat, prediction widgets, and social dashboard using Figma and Sketch. Created consistent design guidelines and principles for PredictEV's mobile and web product.

Projects

Libre
Designed a concept app for UC Berkeley's library system.

Afterlives 400
Created and deployed a public art installation to commemorate 400 years of resistance to slavery and injustice.

MyTiller
Designed a virtual ballot interface to empower and educate voters.