

# WYNSTON HSU

UX Designer

## Education

University of Washington

Bachelor of Science in Informatics

Human-Computer Interaction

Annual Dean's List 2016-2017

GPA: 3.72/4.00

Expected Graduation: June 2019

## Coding Languages

Java	SQL Server
React.js	React Native
HTML/CSS	Android Kotlin
Javascript	iOS Swift
Bootstrap	git

## Design Skills

UI/UX Design

Graphic Design

Usability Testing

Rapid Prototyping

Information Architecture

## Tools

Figma	Sketch
Illustrator	Photoshop
Axure RP	Tableau
Invision	Principle

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 github.com/wynhsu

 dribbble.com/wynhsu

## Experience

**Undergraduate Teaching Assistant** *Jan - Present*

University of Washington Information School *Seattle, WA*

Teach undergraduate students about the fundamental concepts of information architecture and user experience design.

**User Experience Design Lead** *Oct 2018 - Present*

RuutDrop *Seattle, WA*

Responsible for incorporating insights from user feedback from interviews and observations into designs. Collaborated with development team in an Agile environment.

**Desk Services Representative** *Sept 2017 - Dec 2018*

University of Washington HFS *Seattle, WA*

Represented the UW through detail-oriented customer service. Problem solved in a fast-paced environment.

**Associate Story Analyst** *Jun - Jul 2017*

gesture @ C21 Story Institute *Seattle, WA*

Provided insight and solutions through in-depth analysis and understanding of the student experience.

**Technical Research Assistant** *Jul - Sept 2016*

The Intelitech Group *Camas, WA*

Conducted business & user requirements analysis, and created wireframe mock-ups for a new business analytics product.

## Projects

**EcoSnap**

Android Development *May - Jun 2018*

An environmentally conscious Android application that utilizes Deep Learning to classify whether an object is recyclable or not.

Kotlin Firebase TensorFlow git version control

**Breez OS**

Mobile OS & Application Design *Sept - Dec 2017*

Created a new design language for a mobile operating system. Contributed toward the design of 13 applications and 50+ screens.

market trend research competitive analysis wireframes personas