

Timothy Sun

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EDUCATION

University of Washington

BS, Human-Centered
Design & Engineering: HCI
June, 2019

SKILLS

Design Tools

Figma
Sketch
Framer X
Invision
Lucidchart
Adobe Creative Cloud

Design methods

Wireframing
Storyboarding
Prototyping
User flows
Sketching
Information architecture

Research methods

User interviews
Surveys
Cognitive walkthroughs
Usability studies
Journey maps

Technical

HTML
CSS
React
Vue
Javascript
Python

RELEVANT EXPERIENCE

UW-Information Technology | User Experience Designer (Student)

7/2018 – now

Collaborated with 2 developers to design a responsive website enabling leftover event food sharing with food-insecure students. 2 week Agile sprint intervals. Extensive work on user flows and UI mockups. Conducted usability testing and front-end development. Anticipated impact for at least 500 food-insecure students upon product release in Autumn, 2019.

AR Bonsai, Pacific Bonsai Museum | Product Designer

2/2019 – 6/2019

Designed an augmented reality mobile app to help visitors learn about bonsai in an engaging and innovative way. Conducted research to define requirements, created user flows, wireframes, interactive mobile prototypes, and carried out usability tests. Led interaction and visual design for a polished prototype.

Maravilla Website | User Experience Designer & Front-End Developer

1/2019 – 3/2019

Designed and developed a responsive website in a team of 2 to streamline the process for undocumented youth to apply for DACA in the United States. Conducted user research, prototyped user interfaces and interaction flows, evaluated prototypes, developed front end in React. Anticipated impact for at least 700,000 DACA recipients if released.

Aural Habilitation Boardgame, Seattle Children's | UX & Visual Designer

10/2018 – 12/2018

Collaborated in a team of 4 to design a boardgame making the aural rehab process more fun and collaborative for children with cochlear implants. Researched stakeholders, defined requirements, designed prototypes, led graphic design and validated design concepts with users and peers.

Navindor App | User Experience Design

4/2018 – 6/2018

Collaborated in a team of 4 to design a mobile app that helps the visually impaired navigate more independently through indoor environments. Interviewed users, understood use cases, created journey maps, information architectures, wireframes, low and high-fidelity mockups.

OTHER EXPERIENCE

Apple Store | Product Specialist

8/2015 – 1/2017

Engaged with customers to surface needs and recommended relevant products and solutions. Built customer trust with candid advising and recommendation. Maintained product knowledge to provide a substantive customer experience.