

ALAINA KWAN

UX/UI Designer

@ kwan.alaina@gmail.com

📍 Seattle, WA

🌐 www.alainakwan.com

in linkedin.com/in/alaina-kwan

🔗 github.com/alkwan

EDUCATION

B.S. in Informatics

University of Washington, Seattle

📅 Sept. 2015 - June 2019

COURSEWORK

- Visual Information Design
- Mobile Application Design
- Mobile Development: Android
- Client-Side Web Development
- Java I & II
- Data Structures & Algorithms
- Animation

SKILLS

Adobe XD

Figma

InVision App

Photoshop

Illustrator

After Effects

HTML5 & CSS

Javascript

Java

Hardworking

Leadership

Communicative

Team player

ACHIEVEMENTS

- 🏆 **Founders Board Presenters**
selected from over 100 undergraduate capstone projects to present to the founders board.
- 🏆 **Best in Class Award**
out of 160 projects for the Informatics senior capstone.
- 🏆 **Best UX/UI Award**
for mobile wireframes in Intellectual Foundations of Informatics

EXPERIENCE

Web Development Intern

Kin of the Moon Ensemble

📅 August 2018 – August 2019 📍 Seattle, WA

- Web development intern for musical ensemble Kin of the Moon.
- Created a wireframe prototype for a new website layout and implemented layout changes.
- Designed promotional banners, worked on website visuals, and edited images.
- Managed and wrote for social media, MailChimp, and other outreach.

Undergraduate Teaching Assistant

University of Washington, Seattle

📅 August 2017 – June 2018 📍 Seattle, WA

- Teaching assistant for the Animation Capstone program in the Paul G. Allen School of Computer Science.
- Taught students how to use software such as Maya, Adobe After Effects, and Adobe Premiere Pro.
- Conducted user research on how to improve the program website and created wireframes based on the feedback.
- Designed promotional materials such as posters, web banners, and sweatshirts.

PROJECTS

Artistic Director

But You Seem Fine - Senior Capstone Project

📅 January 2019 - May 2019 📍 Seattle, WA

- Created style guide and artistic guidelines for But You Seem Fine, a mobile interactive story game developed in Unity with a team of 4 people.
- Made art assets such as character images and UI elements using Photoshop and Illustrator.
- Designed app icons, stickers, and other promotional graphics.
- Developed the overall story, characters, and premise for the game.

UX/UI Designer

Jellyfish OS - Mobile Application Design

📅 January 2019 - March 2019 📍 Seattle, WA

- Worked on a team of 8 students to establish a design language for a mobile OS.
- Used Figma to iteratively design a Messages app according to the team's style guide.
- Linked wireframes for our prototype in Figma.
- Created almost 80 icons to unify our visual design.