# Phillip Han

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## EDUCATION

**University of Washington** — **Bothell**
*Interactive Media Design* — *June 2023*
- Cumulative GPA 3.69
- FASA Club Officer, and Merch Committee Co-Chair
- Dean's List Autumn, Winter 2019, Autumn 2020, Autumn 2021, Winter 2023

## DESIGN EXPERIENCE

**University of Washington** — **Remote**
*CSS 478 Usability And User-Centered Design* — *January - March 2022*
- Collaborated with a team to redesign the UW Bothell COVID web-page through a range of research techniques.
- Performed nano-usability studies, scenario building, card sorting, prototype building, and heuristic reviews.
- Presented a final stakeholder presentation with our research findings, suggestions, and a high-fidelity prototype.

**University of Washington** — **Bothell**
*CSS 480 Principles of Human-Computer Interaction* — *April - June 2022*
- Studied theory of human information processing and how it relates to designing effective interfaces.
- Practiced User-Centered Design techniques that can be applied throughout the software design lifecycle.
- Surveyed a range of interactive systems to understand the users' characteristics, tasks, goals, and the environments in which they use the systems.
- Learned how to measure attributes of usability on software applications and websites – including reporting mechanisms that identify usability problems, issues and recommended solutions.

**University of Washington** — **Bothell**
*BIMD 491 Generative Research and Design* — *September - December 2022*
- Exercised Generative design through problem generation, ideation, prototyping, iteration, and evaluation.
- Researched and implemented value-sensitive design for ethical technology that supported our stakeholders' values.
- Engaged in a design case study for Whimsy Walks, a community art walk in the Seattle Ravenna neighborhood.

## PROJECT EXPERIENCE

**UW Bothell Coronavirus Website Redesign** — **Remote**
*UX/UI Designer* — *January 14th - March 12th, 2022*
- Engaged in agile development, turning user pain points into opportunities for innovation.
- Conducted extensive user research through personas, interviews, and affinity mapping with users.
- Highlighted fundamental issues with the website and proposed changes to the UW Bothell Webmaster.

**Whimsy Walks** — **Seattle**
*UX Designer* — *October 12th - December 13th, 2022*
- Collaborated alongside the founder Gregory Engel that transformed a community art walk into a cohesive experience.
- Recruited the Ravenna community to conduct interviews, and performed multiple contextual inquiries on-site.
- Proposed a mid-fidelity mobile-web prototype to Gregory that utilized third party services for ease of implementation.

**UW Bothell Media, Marketing, Graphic Designer** — **Bothell**
*Graphic Designer* — *July 2022 - June 2023*
- Collaborated with various clubs, organizations, and faculty throughout the University to realize their vision.
- Coordinated efforts alongside the Assistant Director of Employer Engagement to host the 2023 Spring Job & Internship Career Fair.
- Spearheaded multiple projects working one-on-one with clients and their specific goals.

## SKILLS & INTERESTS

**Skills:** Adobe creative suite, Adobe Photoshop, Adobe Illustrator, Figma, Microsoft Office, HTML, CSS, GitHub, Slack, Tableau, Innovator, Detail-Oriented, Communicate, Collaborative

**Interests:** UX/UI Design, Interaction Design, Visual design, Graphic Design, HTML, CSS