

Annie Lin

annie.lin42@gmail.com

linannie.github.io

(408)203-9767

RESEARCH EXPERIENCE

Undergraduate Research Assistant – UC Davis 4/18 – 1/20

- Conducted a Qualitative study about meme communication on Facebook among Davis students, focused on social computing
- Designed a comprehensive set of interview questions to gauge Facebook users' engagement and motivation with meme usage
- Iteratively coded interview data to discover user motivation and developed coding skills in the process

WORK EXPERIENCE

UX Researcher Intern – Chance Finance 4/19 – 6/19

- Collaborated with other interns to design a Qualitative Interview study to determine the most useful features for the financial mobile app
- Iterated upon interview questions to gauge whether potential users could be affected by cognitive biases related to money
- Gained knowledge in product-driven research

Systems/Software Engineering Intern – MAXIMUS 5/18 – 8/18

- Designed and implemented a section on a health insurance appeal system for MAXIMUS customers with Java, AngularJS, Spring MVC
- Gained knowledge about data population, SQL mappings, and multiple testing lifecycles

PROJECTS

Beanstalk 1/19-3/19

- Led front-end development and interaction design for an Instagram-inspired iOS app
- Implemented personal profiles, follower system, picture uploading, likes & comments using ReactNative
- Created low-fidelity wireframes and high-fidelity mockups using Adobe XD and developed appropriate user personas

Mantis 4/18 – 6/18

- Designed and developed a mobile app to identify colors in Hex, RGB, CMYK from an input image, generate a complementary color palette, and save favorite colors to a personal library
- Created low and high-fidelity prototypes to visualize UI/UX
- Implemented using the Ionic Framework, AngularJS, and Apache Cordova

LEADERSHIP

Marketing Director – HackDavis 5/17 – 2/19

- Managed my own marketing team and delegated responsibilities to host workshops and collaborate with campus community
- Collaborate with multiple teams within HackDavis to organize UC Davis' largest student-run event on campus (750+ people)

EDUCATION

University of Washington

2021 – 2023

M.S. in Human-Centered Design & Engineering

University of California, Davis

2015 – 2019 | GPA: 3.6

B.S. in Computer Science
Minor in Psychology

SKILLS

Design/Research Methods:

User Centered Design
Qualitative Research
Interviewing
Prototyping
Persona Development
Heuristic Evaluation
Data Collection

Development:

C/C++
Python
HTML, CSS, JavaScript
SQL
R

Tools:

Adobe XD
UNIX
Linux
Git
MS Office