

Jessica Kuo

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Education

University of Washington

M.S. Information Management

Specializations: User Experience, Program/Product Management

September 2022 – June 2024

GPA: 3.98

University of California, Berkeley

B.A. Computer Science, Minor in Data Science

August 2016 – May 2020

Experience

Design for America, University of Washington Chapter

UX Designer

January 2023 – Present

Seattle, WA

- Conducted competitive analysis of 6 mobile productivity applications to survey existing solutions
- Interviewed 15+ potential users about productivity habits to better understand target audience
- Drafted home page and task management wireframes for mobile application

Amazon Music

Software Development Engineer Intern

May 2019 – August 2019

San Francisco, CA

- Built recent search history feature for ~30 million Amazon Music TV and web player customers
- Redesigning search bar interface to increase accessibility and readability of search keywords
- Optimized search history retrieval by establishing Redis data storage on the server

Amazon Web Services (AWS Athena)

Software Development Engineer Intern

May 2018 – August 2018

Seattle, WA

- Streamlined query troubleshooting for 100+ engineers by developing query profiling console
- Rendered data visualizations to display query task execution and timeline
- Implemented backend API library for query statistics retrieval from Amazon S3 data storage

Projects

Spark, Conversation Starter Activity

- Created Discord activity to increase meaningful engagement between long-distance couples
- Conceptualized holistic experience centered around the idea of a spark
- Upgraded high-fidelity prototype based on user testing results from 3 target users

SnoozeMaster, Sleep Education Game

- Engaged 30+ graduate students to learn more about sleep health through a mobile game
- Designed interactive game prototypes in Figma with RPG, profile, minigame, and shop features
- Administered usability testing on 4 sample users for evaluation of initial prototype

Follow, VR Maze Game

- Devised a virtual reality strategy game where players attempt to escape a maze simulation
- Enhanced experience for lost players by integrating hidden hints feature within the maze
- Customized maze composition using 50+ Unity assets

Skills

Design: Wireframing, Prototyping, Storyboarding, User Research, Usability Testing, Experience Design

Tools: Figma, Adobe Illustrator, Miro, Microsoft Office, Git, Unix

Languages: Java, Python, C, HTML, CSS, SQL, R