



Alexis Koss

UX DESIGNER

PROFILE

An Informatics graduate from Seattle with a focus in human-computer interaction (HCI)

CONTACT

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AWARDS

CAPSTONE SERVICE AWARD NEXTBITE // UW ISCHOOL

Out of 100+ presentations, our team exceeded the expectations of *"focusing on the common good by engaging students in active interaction with a user community in need."*

GROW WITH GOOGLE SCHOLARSHIP // UDACITY

Became certified in the Mobile Web Specialist Nanodegree by being one of the top 1,000 students chosen from an initial pool of 25,000.

DEAN'S LIST UNIVERSITY OF WA // 2015 - 2018

VOLUNTEER

OUTREACH LEADER UW HCDE DEPT. // Oct. - Dec. 2016

Coordinated and executed a protocol for the UCD charrette process to promote the learning of design & technology for K-12 students.

EDUCATION

BACHELOR OF SCIENCE IN INFORMATICS UNIVERSITY OF WASHINGTON // September 2014 - June 2018

- **CONCENTRATION** in human-computer interaction.
- **GPA:** 3.79/3.97 (cumulative/Informatics only).
- **COURSEWORK:** Design Thinking, Mobile App Design, Rapid Prototyping, Visual Information Design, Interactive Info Visualization, Project Management, Cooperative Software Design, Client-Side Web Development, & Information Systems Analysis and Design.

PROJECTS

NEXTBITE (CAPSTONE // ANDROID APPLICATION) UX DESIGNER & DEVELOPER // January - June 2018

Designed and launched an Android mobile app that helps redistribute food waste at farmers markets in Seattle by connecting market vendors and local food banks together. Interviewed users from both groups to identify the communication problem they faced and tested prototypes in realistic scenarios to develop a real-world solution that met user needs.

PLASTIC OCEANS (MOBILE WEB APPLICATION) UX DESIGNER // April - June 2018

Designed and developed a mobile web app that helps users determine the impact of their plastic footprint while discovering ways that they can mitigate it. Conducted usability testing and gave an in-depth look into our information and software architecture to refine the interaction flow of key features.

SHIFTOS (MOBILE OS DESIGN) UX DESIGNER // September - December 2017

Designed a mobile operating system that shifts colors according to the time of day and is integrated with the weather to keep working professionals organized in their plans. In bi-weekly sprints, I iterated on one app while also helping my team test and revise their sketches and wireframes before moving onto hi-fi prototypes of our apps.

WORK EXPERIENCE

SHIFT SUPERVISOR @ STARBUCKS December 2019 - present

Leading other employees in a fast paced, high pressure environment while also ensuring customer satisfaction is met. Assist with maintaining proper procedures while focusing on teamwork to reach our daily goals. Currently becoming certified as a Coffee Master to further my passion for coffee knowledge and techniques.

OUTREACH CHAIR @ PHI SIGMA RHO (MU CHAPTER) April 2017 - June 2018

Responsible for coordinating and leading events that promote STEM activities and experiments for kids (K-12) within various communities in the Seattle to get kids interested in STEM. Managed volunteers bi-weekly at the Boys and Girls Club and led booths at both Engineering Discovery Days and the Pacific Science Center for audiences over 600.

SKILLS

Rapid Prototyping

Wireframing

Usability Testing

Data Visualization

Information Architecture

User Research

Project Management

React.js

TOOLS

Adobe XD

Adobe Illustrator

Adobe Photoshop

Tableau

Github

Figma

Invision

Microsoft Office