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CRYSTAL KWOK

user experience design & research

experience

CaseStack

UX/UI Designer & Product Owner

Aug 2015 - Pres

Define product strategy from business and users for supply chain & logistics. Communicate to engineers via wireframes, prototypes, front-end code, and user flows in an Agile environment. Improve business efficiency and safeguard margins by researching and observing users to design experiences that facilitate users' work patterns, flows, and goals.

Design Lab Don Norman, Scott Klemmer, Jim Hollan, Catherine Hicks
Perception and Cognition Lab John Serences

Research Assistant

Mar 2014 - Jun 2015

Assist with research and present a poster on improving online learning and peer feedback through context scaffolding using design and qualitative research methods with the lab, PeerStudio (Stanford), and Oppia (Google affiliates). Study effects of attention on visual perceptual learning through assisting behavioral, eyetracking, and EEG studies.

Learning Equality

UX Design Intern

Jan 2015 - Jun 2015

Conduct user research, wireframe, and prototype the new experience for content curation to allow teachers to provide offline education for third world countries.

UCSD Psychology, Cognitive Science Dept

Instructional Assistant

Sep 2014 - Jun 2015

On the teaching staff for: Cognitive Psychology, assisting with review sessions and office hours for 200+ students; Jim Hollan's Cognitive Design Studio, mentoring 20+ students and overseeing 5+ projects focusing on qualitative user research and design.

activities

LIFE Christian Fellowship

Small Group Leader & A/V Technician

Aug 2012 - Jun 2015

Lead and organize community & women's ministry events (40+ people), and facilitate small group discussions. Assist the Audio Visual Team with slideshows and sound checks. Tutor local and refugee children in the local community.

education

University of California, San Diego

University of Melbourne, Australia

B.S. Psychology (Cognitive & Social)

Minor in Computer Science

Relevant coursework in Human-Computer Interaction

skills

Design & Research

User Interviews & Research, Human-Centered Design, Wireframing, Prototyping, User Flows, Adobe Creative Suite, Axure, InvisionApp, Sound Checks

Programming

Java, C, C++, Linux, GVIM, Git, GDB, HTML, CSS, Javascript, JQuery, AngularJS

select projects

(view [website portfolio](#) for more)

MustAske.com

Apr 2015 - Pres

user researcher, ux/ui designer, front-end developer

Research, design, and create a web application that facilitates live question-asking and voting for questions for better communication between students and professors.

Timeline

Aug 2014 - Dec 2014

ux/ui designer & researcher

Conduct user research and design the experience and interface of a working mobile app to view personal events based on importance in a vertical timeline view. Study time and information visualization in Cognitive Science research field.