

Evelyn Durbin

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EDUCATION

University of Washington

Interaction Media Design

- Dean's List 2019 – 2020 and Member Phi Sigma Theta Honors Society 2020 - 2022

Google

UX Design Professional Certificate (Coursera)

Bothell

June 2022

January 2022

WORK EXPERIENCE

University of Washington

Media, Marketing, and Graphic Design

- Designs the engaging user experience of the gaming alcove through visuals in the space.
- Executes student outreach projects and solutions for different clubs and associations at University of Washington. Projects included email marketing, on brand design and promotional posters.
- Communicates with both her collaborative team and the clients regarding design processes and final products. Verified iterative design process through communication and collaboration.

Bothell

June 2021 - Present

University of Washington

User Research Course BIMD 481 Peer Facilitator

- Assists the professor in course by giving feedback on the syllabus, course materials, and time management.
- Conducts user research of the class to create personal presentations on the design world and my advice.
- Orchestrates a student engagement assignment to begin design thinking by note taking and mood boarding.

Bothell

September 2021 - December 2021

Conversifi

UX/UI Design Internship

- Expands client outreach by reorganizing the site into a more user friendly and user centered design.
- Monitors promotional growth research, web design, and graphic design.
- Explores designing for a start up company and the importance of marketing for a small business driven by ethical practices.

Remote

June 2021 - September 2021

DESIGN EXPERIENCE

Woodland Park Zoo Empathy App Project Proposal

Project Manager and UX/UI Designer

- Displayed leadership through assisting in visual design, user experience design, and user interface design.
- Delegated designers, user research methods, and illustration in order to create a product that communicates empathy, narrative and impact.
- Researched analytics, experiments and usability testing alongside the team. Created wireframes, mockups, and prototypes.

Bothell

September 2021 - December 2021

IDEEA and Tech 4 Good Club

Lead UX/UI Designer for Astrology App

- Orchestrates the transition from personal passion project to group project through collaborating with other students in coding, technology, and design.
- Coordinates with designers and programmers to execute the best possible design. Decision making considered impact, information architecture and user experience.
- Maximized product through user centered designs, color schemes and user experience design.

Bothell

Summer 2021

DESIGN INVOLVEMENT

Winter 2022

UX@UW Design Club

Peer Facilitator for Game Design Course

Autumn 2021

IDEEA and Tech 4 Good Club

Peer Facilitator for User Research Course