

Evelyn Durbin

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EDUCATION

University of Washington

Interaction Media Design

Bothell

2022

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

WORK EXPERIENCE

University of Washington

Media, Marketing, and Graphic Design

Bothell

June 2021 - June 2022

- 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.

University of Washington

Peer Facilitator for User Research Course BIMD 481

Bothell

September 2021 - December 2022

- 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.

Conversifi

UX/UI Design Internship

Remote

June 2021 - September 2021

- Designs website update for a better digital user experience and user interface through user centered design.
- 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.

DESIGN EXPERIENCE

IDEEA and Tech 4 Good Club

Lead UX/UI Designer for Astrology App

Bothell

Summer 2021 - June 2022

- 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.

Woodland Park Zoo Empathy App Project Proposal

Project Manager and UX/UI Designer

Bothell

September 2021 - December 2021

- 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.
- Developed color schemes and created backgrounds and splash art design.
- Established narrative of the app and composed user flow through the narrative.
- Documented work through online portfolio, game design documents, and publicized final presentation.

SKILLS & INTERESTS

Skills: Adobe creative suite, Adobe XD, Adobe Photoshop, Adobe Illustrator, Procreate, Figma, remediation in Adobe Acrobat CD, Microsoft Office, Github, Godot, XCode, Google, innovator, communicate, collaborative

Interests: UX/UI Design, Interaction Design, Visual design, Graphic Design, HTML, CSS, JavaScript, Python