TAMMY HU

tammyhu@uw.edu
tammyhu.com
linkedin.com/in/tammy-hu-profile

SKILLS

LANGUAGES
English
Mandarin Chinese

PROFICIENT IN
Figma / Adobe XD
Photoshop / Illustrator
Illustrations / Visual Design
UX Design
User Research / Usability Testing
Speculative Design

FAMILIAR WITH
HTML / CSS
R / Python
Javascript
Java

ACTIVITIES

Lead Illustrator / Voyage Magazine
Sept 2019 — Present

UI/UX Designer /KiwiLink
June 2020 — February 2021

Editorial Illustrator / The Daily
Sept 2018 — May 2020

EDUCATION

University of Washington *Seattle*
BS Biology + BS Human Centered Design and Engineering
Class of 2023 / GPA 3.9 / Annual Dean's List

EXPERIENCE

PRODUCT DESIGN INTERN
Zendesk *06.2022 — 08.2022*
- Led multiple design projects and supported designers within the Growth and Monetization team, creating prototypes for launch in Zendesk onboarding and buy phases
- Collaborated closely with engineering, content, and product by facilitating meetings, timelines, and feedback sessions

WEB DESIGN INTERN
Design Museum *05.2021 — 09.2021*
- Creating designs in the non-profit space that seeks to inspire and educate through exhibitions, events, and other content about design
- Maintaining their current website functionality and developing prototypes for future layouts to present to stakeholders

UX ADVISOR
OpenCare App *09.2020 — 12.2020*
- Worked as an independent contractor for OpenCare, a healthcare start-up that guides patients and caretakers to track symptoms, appointments, etc.
- Guided the UX priorities based on user feedback and created a component system with the app's existing assets

UX RESEARCHER / DESIGNER
UW HCDE Department *06.2020 — Present*
- Currently: Designing and running focus groups on a healthcare app for HIV/PreP patients
- Previously: facilitated the design of a card game with 2 other researchers to encourage disaster awareness and preparedness
- Compiled my research and 6 usability testing sessions to inform changes in design direction

DESIGNER
Design for America *08.2019 — 06.2021*
- Pursued multiple projects designing for social impact, including encouraging young voter turnout and creating a digital solution to combat smartphone addiction