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# Alli Hishikawa

People-first UX designer seeking to deliver seamless experiences through pixel-perfect UI.

## Education

**University of Washington** | Seattle | Graduating June 2021

BS. Human Centered Design and Engineering (HCDE)

Minor in Informatics – HCI and Information Architecture

## Work

**Product Manager Intern** | Unify Square | Sept. '20 – Present

- Analyze competitors by navigating complex product features in detail
- Wireframe dashboard screens based on curated research findings
- Advocate for user-focused design when mapping product vision with engineers

**Design Intern** | Barn2Door | Jun. '20 – Sept. '20

- Increased client business by designing up to 15 personalized websites per month
- Audited existing online media to design brand kits that reflect client values
- Established confidence and trust with clients through empathy-driven virtual presentations

**Writing Consultant** | Odegaard Writing and Research | Sept. '18 – Present

- Facilitate one-on-one tutoring sessions that are personalized to students' writing backgrounds
- Ensure long-term learning through discussions focused on big picture thinking

## Projects

**Product Designer** | BloomOS | Sept. '19 – Dec. '19

- Identified mindfulness as a key factor in building a healthy relationship with technology
- Demonstrated componentized design thinking by creating a library of UX patterns in Figma
- Focused on pixel-level details to maintain visual consistency and a seamless experience

**Graphic Designer** | CityFruit | Sept. '19 – Dec. '19

- Modernized a local company's visual identity while staying true to their mission
- Sketched and designed a minimalistic logo in Adobe Illustrator

**UX Designer** | Experience Museum Project | Jan. '19 – Mar. '19

- Conducted semi-structured interviews and field observations to identify design opportunities
- Developed personas and a user journey map to curate usability requirements
- Storyboarded user scenarios, mapped out information architecture, and wireframed screens
- Redesigned hi-fidelity screens and an interactive prototype using Figma

## Skills

Figma

Sketch

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

HTML & CSS

JavaScript

Python

Java

Kotlin

User Research

Information Architecture

Content Strategy

Technical Communication

Japanese (Fluent)