

Jessica Chow

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Experience

HTC Vive · UX Designer

August 2018 – June 2020

- Worked on a highly cross-functional team to drive product development across Viveport Infinity's desktop, web, and VR platforms that contributed to a 240% increase in subscribers
- Created wireframes, user flow diagrams, and prototypes to validate concepts and to advocate for new features

Whitepages · UX Designer

June 2016 – January 2018

- Cultivated broad concepts into designs that led to more intuitive experiences for 50 million Whitepages Premium users
- Conducted user interviews and usability testing to identify customer needs and to evaluate the effectiveness of designs

SAP Concur · UX Design Intern

January 2016 – March 2016

- Synthesized user research to create wireframes, interaction models, and prototypes for Concur Labs applications and collaborated with developers to implement designs

Univ. of Washington STLP · Visual Designer

August 2015 – January 2016

- Developed the visual identity of the Student Technology Loan Program and increased awareness of the program's services by producing print and web promotional material

Education

University of Washington B. Design in Interaction Design
September 2012 – June 2016

Skills

Interaction Design, Visual Design, Storyboarding, User Research, Usability Testing, Rapid Prototyping, Illustration

Tools

Adobe Creative Suite, Sketch, UXPin, HTML/CSS, Figma, Webflow