

# Sarina Katznelson

## User Experience Designer

www.sarina.us

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### EDUCATION

#### **B.S. Human Centered Design & Engineering**

*University of Washington, Seattle*

Sep 2016 - Jun 2020

Minor in Japanese. Study abroad at Waseda University, Tokyo, Japan (2017)

Graduated Magna Cum Laude. GPA: 3.89, Annual Dean's List 2016 - 2020

### SKILLS

User Research, Sketching, Storyboarding, Interactive & Rapid Prototyping, Visual Art, UI Design, Design Systems, Wireframes, Mockups, Responsive Design, Usability Testing, A/B Test Design

### SOFTWARE

#### *Expert*

Figma, Adobe Illustrator, XD, Sketch, Webflow, Jira

#### *Proficient*

Photoshop, Principle, CSS, React, HTML, Git, Python, Java, Blender

### RELEVANT EXPERIENCE

#### **User Experience Designer**

Jul 2020 - present

*Pacific Northwest National Laboratory, Richland, WA*

- Design high-impact, complex government and scientific applications across industries such as national defense, energy, and environmental sciences.
- Improved consistency and efficiency of iteration by spearheading a Figma design system for a suite of seven groundwater applications.
- Slowly introduced a more agile process to team to improve efficiency, satisfaction, and collaboration between developers and designers.
- Helped win a 2-4 year funding contract from a sponsor after presenting designs of a content management system for a chemical security application.

#### **Student User Experience Designer**

Mar - Jun 2020

*APiJET, Senior Capstone Project at UW, Seattle, WA*

- Designed a comprehensive web app to manage multiple flights and reduce loss of information during the airline turnaround process, in a team of four.
- Acted as the project manager during the design phase and distributed tasks as well as documented the process.

#### **User Experience Design Intern**

Jun - Aug 2019

*DICK'S Sporting Goods, Pittsburgh, PA*

- Improved the UX and business value of the Product Details Page on dickssportinggoods.com utilizing the UCD process in an Agile product team.
- Unified and accelerated future design processes by collaboratively creating a common design system in Figma that helped increase online revenue by 33%.
- Researched and designed a web app with an intern team of nine that enables youth sports coaches to learn, share, and communicate.

### PUBLISHED WORK

M. Posluszny, G. S. Park, I. Spyridakis, S. Katznelson and S. O'Brien, "Promoting Sustainability through Virtual Reality: A Case Study of Climate Change Understanding with College Students," *2020 IEEE Global Humanitarian Technology Conference (GHTC)*, Seattle, WA, 10/29 - 11/1 2020, pp. 1-8.