Jackie Wijaya

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Experience

2019 — **Product Designer (Remote), Stencila.** Seattle, WA and New Zealand.

I collaborated with developers and the CEO to research, design, and develop tools for scientists and researchers to create reproducible scientific papers. I led user research and test sessions in New Zealand and Seattle, designed several products, and implemented designs using Django templates, HTML, Sass/CSS, and JavaScript. I also led community engagement by conducting monthly community conference calls and in-person workshops, developing documentation, and automating CLI tool demos.

2018–2019 — **Interaction Designer, United Airlines.** Chicago, IL.

I worked closely with product owners and stakeholders, business analysts, and developers to develop designs to drive ancillary sales. I designed user flows that were cross-platform (iOS, Android, desktop web, mobile web), met firm-wide accessibility standards, and conformed to 6 working style guides/pattern libraries differing across platforms and code bases. I also created interactive Axure prototypes for usability tests, and annotated UI specifications in Abstract and Zeplin for handoff.

2018 — **Designer-in-Residence, Designation.** Chicago, IL.

I was selected from my program to serve a 12-week residency as an associate creative director. I led feedback sessions through daily standups and critiques, assisted in project management, and served as a mentor and leader for a cohort of new UX and UI designers.

2017–2018 — **UX Designer, Designation.** Chicago, IL.

I learned and applied UX/UI design methodologies in a highly immersive, 24-week bootcamp, where I collaborated with teams on live client projects to develop research-backed solutions for users through user/SME interviews, ideation, concepting, rapid prototyping, and usability testing. I worked with teams of designers to craft and present UX solutions for clients including:

Neopenda, a medical device company creating solutions that give patients in low-resource settings access to high-quality care. The challenge was to redesign a monitoring dashboard to help overwhelmed and understaffed Ugandan nurses monitor multiple newborns through a vital signs monitoring headband device.

TourPro, a logistics management platform for festival and tour managers who need to complete the planning process for live performances. I collaborated with a design team to develop a Gmail plugin and a standalone festival/tour management platform to fulfill the needs of users with highly personalized workflows.

2016–2017 — **Full-Stack Web Developer (Remote), WebMocha.** Honolulu, HI.

I collaborated with in-house designers, developers, and project managers at larger companies to augment their development teams. I worked on many Hewlett-Packard projects for a year, including Grommet, an open-source, ReactJS-based UX framework for enterprise software (where I became the top #3 GitHub/code repository contributor following the two framework founders). I collaborated with ZenXD and Shutterfly to develop an internal dashboard application in order to manage thousands of print orders and unify printer APIs into a single internal application.

Education

2015 — **Dev League.** Honolulu, HI.

I completed over 800 hours in an immersive coding bootcamp to learn modern web development languages and best practices for building data-driven applications for mobile and web.

UHERO Hawaii Innovation Matters Project
Role: Project Leader and Lead Developer. Tech stack: Express, Angular, Node.js, D3, Sass, HTML.

2012 — **B.A., Media Studies, Scripps College.** Claremont, CA.

Awards

1st Place Best UI Winner, AT&T Hackathon Competition.
Honolulu, HI. 2015.

1st Place Competition Winner, Global Game Jam.
Honolulu, HI. 2015.

Fellowship Recipient, Taiko Center of the Pacific Fellowship (for Japanese drumming).
Honolulu, HI. 2012–2013.

Math Scholarship, Hawaii Community Foundation.
Claremont, CA. 2008–2012.

1st Place National Design Competition Winner, Construction Industry Round Table (ACE).
Washington, DC. 2007.

Design

Tools

Axure, Figma, Sketch, Procreate, Zeplin, Abstract, InVision, Marvel, Adobe CS, WordPress, Keynote

Skills

Web app design, mobile/tablet design, wireframing, prototyping, user interviews, competitive analysis, journey mapping, user scenarios, affinity diagramming, concept sketching, information architecture, task flows, site/app maps, heuristic evaluations, concept testing, usability testing

Development

Languages

JavaScript, Python, Java, C++

Web skills

Responsive/mobile-first web development, API integration

Front-end

HTML5, CSS3, JavaScript, ReactJS, Redux, Angular, jQuery, D3, Highcharts, Sass, Less, Bulma, Foundation, Bootstrap, Grommet, Ratchet, Ionic, Phaser, Jade, Ghost, Handlebars

Server-side & database

Node.js, Express, Axios, Jade, Mongoose ORM, MongoDB, Heroku, Stormpath API

Workflow/testing utilities

Git, Yeoman, Bower, Gulp, Grunt, LiveReload, Mocha, Chai, Jasmine, Vagrant, VirtualBox

Other skills

Foreign languages

Working knowledge of Japanese (intermediate level coursework) and Indonesian (limited proficiency)

Presentation

I gave talks and ran workshops to developers on the following topics: jQuery event delegation and mouse events, D3, Flexbox, and web performance.