

Jacqueline Wijaya

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Design

Tools

Axure
Sketch
Adobe CS
WordPress
Keynote
InVision
Marvel

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, Jade, Sass,
Less, Foundation, Bootstrap, Grommet,
Ratchet, Ionic, Phaser, 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, Supertest, Vagrant,
VirtualBox

Other skills

Foreign languages

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

Presentation

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

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.

Experience

Designer-in-Residence, Designation. Chicago, IL.

2018

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

UX Designer, Designation. Chicago, IL.

2017-2018

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.

Remote Full-Stack Web Developer, WebMocha. Honolulu, HI.

2016-2017

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. I also worked on a developer tool to instantaneously set up and deploy WordPress development environments by creating a GUI using Swift/Xcode. I also gave a talk on web performance at a local startup incubator.

Lead Instructor, Goma Games. Honolulu, HI.

2016

I designed curriculum and taught programming for a week-long summer course to elementary through high school students at La Pietra, an all-girls school.

Teaching Assistant, Dev League. Honolulu, HI.

2015-2016

I tutored and mentored developers in a full-stack JavaScript web development bootcamp on evenings and weekends for several months while maintaining a full-time web developer position.

Web Developer Contractor, various companies. Honolulu, HI.

2015

At **Sudokrew Solutions**, I implemented a custom Ghost (Node.js blogging platform) template marketing site. At **Airship CMS**, I integrated Cloudinary's API into their platform to develop an image/video uploader feature of a headless CMS designed for developers.

Remote Web Developer, JamBios. Honolulu, HI.

2015

Software Engineer Intern, LiveAction, Inc. Honolulu, HI.

2015

Support Engineer, Hurricane Electric. Fremont, CA.

2014

Instructional Technology Assistant, Scripps College IT-FITS. Claremont, CA.

2008-2012

Managing Producer Intern, Neopets/Nickelodeon (MTV News Networks). Glendale, CA.

2011

Education

Dev League. Honolulu, HI.

2015

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

B.A., Media Studies, Scripps College. Claremont, CA.

2012