

# Grace Guo

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## EDUCATION

### Carnegie Mellon University

Aug 2017 - Aug 2018

Master of

*Human Computer Interaction*

### University of Southern California

Aug 2012 - May 2016

Bachelor of Science in

*Business Administration*

Minor in *Animation*

## SKILLS

### Design

User-centered design methods

Copywriting

Information architecture

Data visualization

Motion design

Rapid prototyping

### Research

User interview

Observational Studies

Usability Testing

Persona

### Tools

Figma

Zeplin

InVision

Principle

Photoshop

Illustrator

### Programming Languages

HTML

Javascript

CSS

Java

C Sharp

Python

## EXPERIENCE

### Medium

Product Designer

Jan 2019 - Present • San Francisco, CA

- With the Conversion team, design various experiments for A/B testing to drive login rates and member growth.
- With the Writers team, redesign the experience for writers to track how their posts perform, including a post stats page and an earnings dashboard.
- Lead initiatives to define styles and guidelines for multiple UI components in the design system.
- Collaborate closely with PMs and engineers on defining requirements and implementing designs in an Agile organization.

### Mastercard | Master's Capstone Project

Lead Designer

Jan 2018 - Aug 2018 • Pittsburgh, PA

- Worked with Mastercard product and design teams to define UX design principles for new payment authentication technology.
- Used design sprints to rapidly designed and tested mobile and web prototypes at various level of fidelity.
- Created a style guide and collaborated with engineers on front-end implementation.

### GamePipe Lab

UX Designer

Jun 2016 - May 2017 • Los Angeles, CA

- Led design and research for a VR game, Arkology; showcased the game at Taipei Game Show, Intel University Games Showcase, and Tokyo Indie Fest.
- Collaborated with project manager, engineers, and 3D artists to iteratively design game features.