

mai bouchet

product designer

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education

Master of Human-Computer Interaction + Design

University of Washington, Seattle, WA

Expected August 2017

B.S. in Informatics: Human-Computer Interaction

University of Washington, Seattle, WA

June 2012

experience

PATH

UI/UX Designer

September 2015 - August 2016

PATH is a global health nonprofit organization based in Seattle. I was the sole designer on the software development team, responsible for defining the user experience for both internal tools and outside projects. Responsibilities included communicating with clients, creating high and low fidelity wireframes, fully formed mock-ups and front-end code.

Tyemill

UX Designer

September 2012 - March 2015

Tyemill is a Seattle design and development software company. I designed line-of-business applications ranging from educational tools and financial portfolio building software to a healthcare claims-processing application. I was involved in multiple aspects of the design process including competitive analyses, defining requirements, writing user scenarios, creating wireframes and designing and coding UI.

I'm interested in design as a strategy and process used to create responsible and meaningful digital products that respond to human experiences.

skills

user research
ideation methods
usability testing
prototyping
wireframing

Tools

Illustrator
Photoshop
InDesign
Premiere Pro
Sketch
Omnigraffle
Axure
Balsamiq

Development

HTML
CSS (SCSS/SASS)
JavaScript/JQuery
MVC frameworks (RoR)
Git