

SUSAN EVANS

UX Designer + Developer

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(206) 395-8146

I have a diverse background in UX design and code and am passionate about improving the human experience by crafting accessible digital experiences.

SKILLS

Design & Research

Rapid prototyping
Interaction design
Typography & layout
Survey design
Usability studies

Programming

JavaScript
HTML & CSS
Ruby on Rails
Java
Python

EDUCATION

University of Washington

MS in Human Centered Design & Engineering
Graduated Jun 2016

University of Arizona

BS in Computer Science and Mathematics
Graduated Dec 2008

WORK EXPERIENCE

UX Designer II @ Chef

May 2018 – Present

UX Designer II @ Microsoft

Sept 2017 – Apr 2018

Led UX design for an internal CMS used to create public facing websites, including microsoft.com. Launched multiple new features including video support and captioning within the media library, and localization across products. I also drove the introduction of accessibility into our design process and trained and supported developers.

Instructor @ Ada Developers Academy

Nov 2016 – Apr 2018

Designed and taught a series of Ruby classes in an intentionally safe and inclusive learning community. Regularly gathered feedback from students to inform curriculum iterations.

UX Designer @ Premera Blue Cross

Jan 2017 – Aug 2017

Led research-informed design on an agile team focused on the member web experience. I led multiple improvement projects to the member's dashboard, and claims and payments. I also implemented front-end code for a major redesign.

UX Designer @ University of Washington

Feb 2014 – Mar 2016

Sole lead designer on a tool for faculty across the nation to use to plan workshops to advance people of color and women in engineering fields. I conducted research, iterated on the designs, and paired with a developer to bring the design to life.

Visiting Faculty @ University of Washington

Mar 2016 – Jun 2017

Designed and taught undergrad and grad programming courses using Java, Processing, p5.js, HTML/CSS, and Git.

Prior to 2014 I contributed extensively to the computer science education space, across many levels including K – 12, college, and community-based programs.