

CEDRIC ITH

UX Designer

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Seattle, WA

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SKILLS

Prototyping
Wireframing
Surveying
Usability Testing
Storyboarding

TOOLS

Sketch
Photoshop
Illustrator
InVision
Figma

HTML
CSS
Javascript
Java
C#
R

Unity
Firebase
Google Analytics
MixPanel
Tableau

EDUCATION

University of Washington, Seattle

Bachelor of Science, Informatics
Graduation Date: June 2019
Dean's List Recipient

UW Academy For Young Scholars — Cohort 13.0

An early entrance program for high school sophomores to withdraw from high school two years early and enroll at UW as a regular full time student.

EXPERIENCE

Microsoft HoloLens — UX Design Intern

Redmond, WA | June 2018 – September 2018

Worked on a horizontal team that ensured design standards and engineering principles across various Microsoft Mixed Reality applications such as Remote Assist and Layout. Created high fidelity prototypes using C# and Unity.

Pyrus Medical — Mixed Reality Design Intern

Seattle, WA | October 2017 – January 2018

Developed a HoloLens application for visualizing skin grafts on burn victims (Unity, C#). Iterated on designing arm tracking methods using QR code tracking libraries. Worked with developer to create burn models. Took on Technical Product Manager duties, making sure developer deadlines were met.

Google — UX Engineer Intern

San Francisco, CA | June 2017 – September 2017

Worked on a hybrid of UX Design and Frontend Engineering. Worked with frontend frameworks (HTML/CSS/JS/Jinja/SCSS/Flask). Conducted user interviews and prototyping design specs. Developed in Unity for a Daydream application (C#).

FTI Consulting — UX Design Intern

Seattle, WA | June 2016 – September 2016

Designed the search experience for customer support in core product. Rapidly produced medium fidelity wireframes of multiple ideas (Sketch). Developed code for filterable and sortable search results.

KCTS 9 — Frontend Engineer Intern

Seattle, WA | October 2015 – December 2015

Conceptualized and developed a custom interactive map that visualizes data found from oceanography research (HTML/CSS/JS).

EXTRA CURRICULARS

a16z Gen.D Mentorship Program, Cycle V — Mentee

January 2018 – Present

Connected with a designer at one of a16z's portfolio companies for career mentorship.

DubHacks — Sponsorship + Design Director

Seattle, WA | January 2016 – October 2017

I raised +\$100K for sponsorship in 2016 and created website illustrations in 2017.

Lavin Entrepreneurship Program — Vice President

Seattle, WA | April 2016 – June 2017