

Stephanie Choi

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Education

University of Michigan May 2020
Master of Science in Information
Concentration in Human-Computer Interaction

University of Michigan May 2016
Bachelor of Arts in English Language and Literature
Minor in Japanese Language

Work Experiences

Visual Designer / Front-end Developer 6.2020 - Present
University of Michigan Department of Epidemiology

- Working with Mapbox Studio to comprehend and display GEOJSON-format data
- Improving existing website HTML structure and documentation
- Iterating upon and creating web prototypes

User Experience Designer 11.2019 - Present
University of Michigan Department of Public Policy

- Researching user needs and behaviors
- Communicating user-centered design choices through wireframes and prototypes
- Synthesizing the opinions of large, multi-faceted teams into the working deliverable
- Creating documentation and promotional materials through Adobe Creative Suite
- Leading affinity wall workshop sessions to understand user needs and pain points

Front-End Dev / User Experience Intern 5.2019 - 5.2020
University of Michigan Transportation Research Institute

- Created wireframes, prototypes, and front-end code
- Developed advanced familiarity with Javascript, HTML, and CSS
- Worked with Python and Flask to support front-end
- Collaborated extensively through Github and Gitea

Library Assistant 8.2018 - 5.2020
University of Michigan Harlan Hatcher Graduate Library

- Directed library patrons to appropriate resources
- Conducted reference interviews for patrons both over the librarian chat service and in person
- Updated and formatted internal Wiki page

Japanese Education Project Collaborator 9.2017 - 11.2019
University of Michigan Japanese Language Program

- Illustrated for Japanese Department's Visual Novel project
- Researched for and revised documents pertaining project grants, purpose, and scope
- Participated in forming pilot studies for use of 360/180° Video Technology in the beginner's Japanese language classroom
- Created character and game assets for Find Me! Japanese language practice game

Skills

Programming: Python, HTML/CSS/Javascript, React Native, MySQL
UI/UX: Adobe XD, semi-structured interviews, contextual inquiry, affinity wall, analysis, persona, storyboarding, wireframing, prototyping, heuristic evaluation

Graphic Design: Adobe CC - Photoshop, Illustrator, Premiere Rush
Languages: English, Korean, Japanese

Projects

Transportation Equity Open Knowledge Network
UI/UX Design
Skills: Wireframing, Prototyping, User research and Persona development, Scenario planning, Graphic Design, Adobe Premeire Rush, Adobe XD, Slide-deck creation
Working to understand stakeholders and users in the transportation sector through conducting interviews, analyzing insights, and creating personas. Findings have been synthesized into slide decks, graphics, and video content that have been used to pitch the project to potential partners. Developed a soft prototype in Adobe XD, which was then used as basis for the current website. Collaborating with the development team and user research teams as well as the principal investigator and co-investigators on reaching feasible project goals and conclusions.

Michigan Opioid Epidemic Web Dashboard
Front-End Development
Skills: HTML/CSS/Javascript, Python, Github, Wireframing, Prototyping, User research, minor Graphic Design
Created web layouts, conducted UI/UX analysis, and coded front-end for the University of Michigan Transportation Research Institute's opioid epidemic project. Developed an interface for internal report generation and developed and refined a dashboard for stakeholders/users. As per project guidelines, learned and used the HTML Bootstrap framework and gained familiarity with D3 and E6. Migrated low-fidelity prototypes created in Adobe XD to working HTML/CSS/Javascript that runs on Python-Flask. Used templating to generate pages. Worked with and refined existing assets and data structures. Created new assets when needed. Worked with existing user research and interviews to pinpoint user needs. Created and updated READMEs for project's Github repository. Worked with team to support user logins. Hosted soft working version on PythonAnywhere.

Client Project - Interpersonal Communication
Contextual Inquiry
Skills: Affinity Wall, Client Interview, Analysis
Worked with client company "A" to address their communication needs. A final solution was developed throughout the semester and presented to the client. Conducted various semi-structured interviews to gather affinity notes. Organized notes into an affinity wall to reach the core issues needing resolution. Brainstormed possible solution options and consolidated all information in a final report.

Potholes in Ann Arbor - MyRoads
Interaction Design
Skills: Persona Development, Storyboarding, Wireframing, Prototyping
Premise was to design a UI/UX solution to an every-day problem. Addressed potholes and budget transparency in Ann Arbor. Developed 4 personas and one anti-persona and their storyboards, as well as several design solutions for the issue. After finalizing solution type, created a wireframe and lo-fi prototype for the solution. The prototype was then shared in class for user testing and improvements. After feedback was received, created a mid-fi digital prototype.

Hello Japan! Visual Novel
University of Michigan Japanese Language Program
<http://hello-japan-vn.com/>
Constructing a visual novel based on first-year Japanese language instruction for a supplementary method to engage with language learning. Sponsored by Japan Foundation, Center for Japanese Studies, Center for Research on Learning and Teaching