

# JOHN LO

## USER EXPERIENCE & GAME DESIGN

### CONTACT

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### SKILLS

- Figma
- Blender
- Unity Game Engine
- C#
- Python
- HTML
- CSS
- JavaScript

### COURSEWORK

- Human-Computer Interaction
- Design and Programming for the Web
- App Design and Prototyping
- Project Management
- Google UX Design Professional Certificate
- Data Structures and Functional Programming

### EXPERIENCE

#### CORNELL COMPUTING AND INFORMATION SCIENCE

HUMAN-COMPUTER INTERACTION

TEACHING ASSISTANT | AUG 2022 - PRESENT

- Evaluate student design submissions in accordance with UX principles and propose improvements
- Mentor students following the UX design process for semester long projects

#### CORNELL DEVELOPMENT IN GAMES ASSOCIATION

VICE PRESIDENT OF DEVELOPMENT | MAR 2022 - PRESENT

- Set club agenda and develop curriculum with executive committee to promote game development at Cornell
- Create and teach weekly game design lessons
- Increase club membership and retention through outreach

#### CORNELL COMPUTING AND INFORMATION SCIENCE

DESIGNING TECHNOLOGY FOR SOCIAL IMPACT

TEACHING ASSISTANT | AUG 2021 - DEC 2021

- Aided students in critically analyzing technology through the lens of diversity, equity, and inclusion
- Worked with professor to increase engagement among course teaching assistants

### EDUCATION

#### CORNELL UNIVERSITY

BACHELOR OF SCIENCE - INFORMATION SCIENCE

Concentration: UX (User Experience)

SEP 2019 - MAY 2023

- GPA: 3.7
- Minors: Computer Science and Game Design

#### THE BRONX HIGH SCHOOL OF SCIENCE

SEP 2015 - JUN 2019

### PROJECTS

#### DEVELOPMENT IN GAMES ASSOCIATION WEBSITE

Website to announce upcoming weekly events of the Development in Games Association (DGA) at Cornell. The layout and information architecture of the former DGA WordPress website was analyzed and rebuilt to improve functionality

#### GROW CRAZY!

Project managed all phases of the design and development of a 2D platformer time-management game

#### FRIENDZONE

UI for a proximity based friend finding app built through the processes of conducting user research, designing a paper prototype to address user needs, creating a high-fidelity prototype in Figma, and performing heuristic evaluation