



Laura E. Dickinson

UX Design

Education	University of Washington BS Human Centered Design and Engineering	2019	
Experience	Physical Computing Education Created and executed a course plan to teach middle schoolers the basics of physical computing using Make Code	2019	
	Engineers Without Borders Facilitated international relations , contributed to research and design for various projects	2016-18	
	Cochlear Implant Therapy Board Game Co-designed a board game to assist kids with their cochlear implant therapy	2019	
	Psychology of Art Research Project Designed and conducted observational research, interviews, and a survey to determine the effect of an art's cultural background on social interactions	2017	
Work	Poke Fresh Customer relations, cashier, order fulfillment	2018-19	
	Vista Clara Office and warehouse management	2020	
	Outback Steakhouse Host, food runner	2020	
	Revolution Next Marketing Agency Warehouse	2020 <i>(current)</i>	
	LaserMach Laser Machine Shop Operation, assembly, website design (ringersgame.com)	2020 <i>(current)</i>	
Skills	UX Design Process	Java	Illustrator
	Project Management	HTML/CSS	Figma
	Observational Research	Python	Website Design
	Interviewing	Arduino	Game Design
	Survey Creation	MakeCode	Laser Cutting
	Transcription	Data Analysis	Global Relations
Contact	Email: lauradickinson.design@gmail.com		
	Portfolio: lauradickinsondesign.weebly.com		