

Sara Chong

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EDUCATION

University of Washington

Seattle, WA

Masters of Human Centered Design & Engineering

Expected June 2027

Relevant Coursework: User Centered Design, Interaction Design, Usability Testing, Qualitative Research Methods

University of California, Irvine

Irvine, CA

Bachelor of Science in Cognitive Sciences

June 2024

SKILLS

Design: Figma, AI prototyping, Rapid prototyping, UI design, Design systems, Component libraries

Research: User interviews, Usability testing, A/B testing, competitive analysis, Consumer insights, UX/UI strategy

Collaboration: Cross-functional teams, Stakeholder management, International & accessible design (WCAG)

Technical: React, Python, HTML, CSS, Javascript, Wordpress, Google Analytics, Component Creation, Claude, Figma Make

WORK EXPERIENCE

UX Design Intern

Madison, WI

Epic Systems

Jun 2026 – Aug 2026

- Designed the end-to-end workflow for an OCR-based packing slip verification feature, enabling procurement staff to reconcile thousands of hospital shipments against purchase orders and flag discrepancies in real-time.
- Contributed design direction to the standardization of receiving flow and procurement UX patterns across the entire company's ERP suite, aligning workflows across multiple product teams.
- Planned and conducted user research, including site visits, stakeholder interviews, heuristic evaluations, and usability testing, collaborating cross-functionally with developers and quality managers to validate design decisions.

Web Strategy UX Assistant

Seattle, WA

University of Washington Marketing and Communications

Sept 2025 - June 2026

- Supported 7+ concurrent, high-visibility web initiatives serving 50K+ users, collaborating with developers and content strategists to drive an anticipated 5K increase in reach.
- Developed reusable UX research frameworks, including competitive analysis, content audits, and usability testing protocols, adopted by 20+ strategists and reducing research setup time 35%.
- Conducted exploratory user research and usability testing to inform navigation and information architecture decisions, achieving 95+ WCAG 2.2 accessibility scores.

Product Designer

Irvine, CA

Boundary Remote Sensing Systems

Dec 2024 – Dec 2025

- Redesigned a geospatial B2B SaaS interface with task-oriented interaction patterns, reducing client time-to-insight 35% and supporting \$1M Series A funding.
- Accelerated the prototyping cycle from 2 weeks to 3 days by integrating AI tools into design workflows, reducing designer-developer handoff time by 40%.
- Validated 15+ design wireframes against user comprehension benchmarks across 3 moderated usability testing sessions with enterprise users, improving overall task success rate 50%.

Frontend Software Engineer Intern

San Diego, CA

ASML Holding

June 2024 - Sept 2024

- Engineered a staffing model interface used across 60+ global locations, informed by interviews with international users, expanding system access from 3 to 50+ users in 12 weeks.
- Iterated UX content through 5 usability tests with international users, improving comprehension for both native and non-native English speakers.
- Presented functional prototypes to 100+ stakeholders across 4 countries, securing approval for company-wide adoption