

# Ted McDonald

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## WORK EXPERIENCE

### Independent

UX/UI Designer | Jan 2015 – Present

Worked on web design projects for Kingston, Shannon & Wilson, and other clients that involved collaboration between multiple teams and stakeholders.

### University of Washington

UX Designer & Creative Lead | Jan 2017 – Jun 2017

Part of a 16-person team that designed and prototyped interactive content for six large, street-facing displays on the University of Washington Campus. Investigated gestural, sensor-driven interactions and incorporating live data to the responsive displays.

### Game Design & Coding

Co-Founder | July 2012 – Sept 2016

Launched an after-school design & coding education program. Taught hundreds of students in the Bellevue, Issaquah, Lake Washington and North Shore school districts, and ran coding camps during the summer.

## EDUCATION

### University of Washington

BS - Human Centered Design and Engineering | 2015 – Dec 2018  
(Dean's List)

#### Selected Courses

User Research  
UX Prototyping  
Info Visualization  
Web Development  
Physical Computing  
Interactive Systems Design  
Physiological Psychology

#### Directed Research

Designing Interactivity in the  
Urban Landscape  
  
Designing Bioluminescent  
Displays

## SKILLS

UX Design, Wireframing, Storyboarding, Paper and Digital Prototyping, HTML, CSS, Javascript, User Research, Sketch, Adobe Creative Suite

## LANGUAGES

English  
Romanian