Dylan Lew

dylew@berkeley.edu

dylanlew.com

Education

B.A. Sustainable Env. Design
UC Berkeley
Concentration in Design and
Technology, May 2021

Leadership

Education Staff @ IDOT
Created design courses for
California high schools

Teaching Assistant @ Cal
Taught 80+ students about
human-centered design

Awards

EPOCH Design Sprint
Feb 2019, 1st Place

**Google Cloud Platform
Diversatech Competition**
Nov 2018, 1st Place

Tools

Figma
Sketch
Framer
Invision
Adobe Suite
Principle

Skills

UX Design
Interaction Design
User Research and Testing
Visual Design
Product Thinking
Journey Mapping
Information Architecture
User Flows
Wire Framing
Prototyping
Design Systems

Experience

UX Design Intern @ Google

June 2021 – September 2021, Remote

Details under NDA.

Product Designer (Contract) @ CoScreen

January 2021 – March 2021, Remote

Collaborated closely with product and engineers to redesign the core product. Details under NDA.

Product Design Intern @ Lumos

September 2020 – January 2021, Remote

Owned and designed a new design system and 25% of the product's features by collaborating with product and engineering to ship 75 screens and increase customer acquisition by 400%.

Raised $4.2M by designing core screens and informing product strategy that were successfully shipped in collaboration with front-end and full-stack engineers.

Established design processes and frameworks for research, ideation, user testing, design critiques, and engineering handoff by conducting internal research across all teams.

Product Design Consultant @ Quizlet

September 2020 – December 2020, Remote

Strongly informed the Q1 2021 product roadmap for the Quizlet CEO, design director, and Learning Assistant team by surveying and interviewing 252 participants to generate key insights.

UX Design Intern @ Pulse Secure

May 2020 – July 2020, Remote

Designed solutions to UI and UX inconsistencies for over 200 library components by collaborating with UI engineers to improve usability and visual design across all 19 Pulse Secure products.

Prototyped a filter panel adopted across all data tables for the company's largest product launch in Q3 2020 by collaborating with the head UX engineer.

Educated over 80 employees across product, marketing, and sales on design thinking through 12 weekly human-centered design workshops and presentations.

Product Design Consultant @ Samsara

February 2020 – May 2020, San Francisco

Increased task completion rate by 75% and reduced task completion time by 60% across all rerouting features by spearheading remote participant sourcing and user testing during COVID-19.

Developed user insights by conducting interviews with truck drivers in collaboration with a senior UX researcher to inform product requirements and Q2 product strategy.