

Wyatt Olson

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EDUCATION

MASTER OF DESIGN (MDES)

Interaction & Visual Communication Design
University of Washington
Sept 2022 – June 2024
Seattle, WA

BACHELOR OF ART (BA)

Interactive Media Design
University of Washington
Sept 2018 – June 2022
Bothell, WA

TEACHING

DES 208 A Critical Survey of Design History

UW Division of Design, SoAAh+D
Mar 2023 – Present

HCID 521 Winter Prototyping Studio

UW Master of Human-Computer Interaction + Design
Dec 2022 – Mar 2023

AWARDS

QUARTLEY DEAN'S LIST FALL 2022

UW Bothell Office of Academic Affairs

ANNUAL DEAN'S LIST 2019 – 2022

UW Bothell Office of Academic Affairs

BEST EDITING – SEATTLE 2021

48 Hour Horror Film Festival

BEST WRITING – SEATTLE 2021

48 Hour Film Festival

RELEVANT EXPERIENCE

USER INTERFACE DESIGNER

Makeability Lab, UW Paul Allen School of Computer Science
Feb 2023 – Present, Seattle, WA

Designed and prototyped user interfaces for mobile AR applications. Collaborated with cross-functional teams throughout my time on the team to iterate and ship designs for optimal user experience. Creating user flows and wireframes for mobile apps using Figma. Developed interactive prototypes to communicate design concepts to stakeholders. Filmed and edited concept videos to showcase design ideas and features.

INTERACTION DESIGNER

Studio Tilt
Sept 2022 – Present, Seattle, WA

Imagined the future of data in the home, researching through design to explore human data relationships using critical, speculative, and discursive lenses. Designed and deployed 6 tangible electronic artifacts for a 10-week research study. Co-conducted 12+ in-home ethnographic interviews. Filmed and edited documentary footage of project participants' experiences in their home environments and the research process.

WEB DESIGNER

Lake Forest Part Community Birding Project, UW School of STEM
May 2021 – Oct 2021 Bothell, WA

Led the end-to-end design and development for a non-profit community web resource. Designed and developed a community birding and conservation website for a Seattle non-profit. Conducted user research, creating personas, user journeys, stories, and flows. Designed information architecture and Figma prototypes. Communicated design decisions with internal stakeholders and university partners. Led the development of a responsive web and mobile site with an integrated CMS.