

Michael Gov

Seattle, WA | 360-702-9556 | michcgov@gmail.com | linkedin.com/in/michael-gov | michaelgov.com

Skills

UX & UI Design: Wireframing, Prototyping (Figma, Adobe XD)
User Research: Usability Testing, Qualitative Coding, Survey & Interview Methods
Project & Team Leadership: Agile Workflow, Cross-functional Collaboration
Web & Technical Skills: HTML, CSS, JavaScript (fundamental proficiency)
Visual Communication: Information Design, Graphic Design Principles

Education

University of Washington	Seattle, WA
<i>Master of Science in Information Management (MSIM)</i>	<i>Expected 2027</i>
<i>Bachelor of Science in Informatics (3.66 GPA)</i>	<i>June 2023</i>
Relevant Coursework:	
Value Sensitive Design, Cooperative Software Development, Design Methods	

Projects

Parktopia <i>JavaScript, Git, React.js, Figma, Leaflet.js</i>	April 2023 – June 2023
- Developed a web application using public data from the City of Seattle to find local parks with specific amenities around the Greater Seattle area. - Mapped using Leaflet to display parks located on plots on an interactive map. - Used React to build the website and filter for local parks based on specific amenities on the map.	
Gender Gap in Gaming <i>JavaScript, Power BI, React.js, Figma, Miro, Git</i>	Jan. 2023 – June 2023
- Designed an analytical and informative website dedicated to exploring the experiences of women in the gaming space, both within the industry and in playerbases. - Fully designed via Figma and built on the web using React. - Visualized data using PowerBI from research articles and responses from interviews and surveys.	
Blossom <i>Figma, Illustrator, Photoshop, Miro</i>	May 2023
- Ideated and designed a mobile application to support new mothers in postpartum. - Prototyped using Figma to replicate user experiences and resources available in the app. - Created logos utilizing Adobe Photoshop and Illustrator.	

Experience

AV Student Assistant	Nov. 2021 – June 2023
<i>University of Washington: Health Sciences and Academic Services</i>	<i>Seattle, WA</i>
- Primary contact for troubleshooting software and equipment systems used in classrooms. - Maintained inventory and upkeep of equipment used across campus. - Managed front desk operations and provided reception services for faculty.	
Club President	April 2020 – June 2023
<i>Gaming Association @ UW: Valorant (WGA Valorant)</i>	<i>Seattle, WA</i>
- Co-founded and led a competitive gaming community with over 1,500 active members. - Organized large-scale tournaments and events, and established partnerships with industry-leading brands such as Razer and Red Bull. - Oversaw event staff and enriched the vibrancy of the gaming community at UW through my impactful leadership.	
Undergraduate Research Assistant	Feb. 2022 – March 2022
<i>UW iSchool's GAMER Research Group</i>	<i>Remote</i>
- Documented research interviews and examination results. - Encoded video transcripts to study the relationship between mental wellness and gaming using ATLAS.ti. - Presented research findings to Informatics faculty and fellow researchers.	