

Michael Gov

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Education

University of Washington

Seattle, WA

Master of Science in Information Management (MSIM)

Expected June 2027

Bachelor of Science in Informatics: Human-Computer Interaction

2019 - 2023

Relevant Coursework:

Designing Information Experiences, Value Sensitive Design, Information Systems Analysis & Design

Experience

Freelance UX Consultant & WordPress Designer

2023 - 2025

- Designed and customized client WordPress websites by creating logos, organizing content and photos, setting up pages, and building blog publishing workflows.
- Designed and built a rental property website with image galleries, detailed unit pages, and booking-focused navigation, helping visitors compare rentals more easily and providing clearer ways to showcase unit details and property manager contact information for clients.

Club President

Apr. 2020 - Jun. 2023

Gaming Association @ UW: Valorant (WGA Valorant)

- Co-founded and led a 1,500+ member student gaming community, using participant feedback and event insights to continuously improve and scale event experiences and increase participation.
- Organized large-scale tournaments and events while establishing partnerships with brands including Razer and Red Bull.
- Coordinated cross-functional teams across event planning, broadcasting, moderation, and community management.

Projects

Wildcard (Social Event App) | UX Designer

Apr. 2026 - Jun. 2026

- Collaborated in a 5-person team to design a mobile app that helps users find spontaneous events that are safe, exciting and new.
- Designed low- and high-fidelity wireframes to translate the app concept into onboarding, event discovery, event details, chat, and confirmation flows.
- Applied user testing feedback to improve verification, onboarding clarity, accessibility options, and attendee information.

Tendr (Recipe Discovery App) | UX Designer & Researcher

Nov. 2025

- Designed a swipe-based mobile recipe discovery experience personalized by ingredients, dietary preferences, time, and budget.
- Conducted user interviews and competitive analysis to identify gaps in recipe personalization, ingredient matching, and meal decision-making.
- Created AI-assisted Figma prototypes and evaluated usability through KPIs, including 4.4/5 ease of use and 75% download intent, to prioritize improvements to onboarding, swipe indicators, filters, and category visibility.

Parktopia (Park Amenities Search Website) | UX Designer & Developer

Apr. 2023 - Jun. 2023

- Designed and developed an interactive park discovery platform using City of Seattle's public data to help users find parks by amenities and location.
- Created interactive map visualizations to improve navigation and accessibility of park information.
- Built filtering features in React to support user exploration based on amenities and recreational needs.

Skills

UX Design: Wireframing, Prototyping, Interaction Design, Information Architecture, Visual Design

UX Research: Usability Testing, Interviews, Surveys, Storyboarding, Journey Mapping, Competitive Analysis

Design Tools: Figma, Figma Make, Miro, Adobe Illustrator, Photoshop

Data Visualization: Streamlit, Tableau, Jupyter Notebook, Python

Web Development: HTML, CSS, JavaScript, React, WordPress, Webflow