

Ethan Dith

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EDUCATION

Bachelor of Arts in Interactive Media Design, Minor in Business Administration

June 2024

University of Washington

Major GPA: 3.83

Leadership & Honors: President, Karaoke Club UWB (2022–2023); Dean's List (2021–2024)

Relevant Coursework: User-Centered Design, Design Thinking, Usability Evaluation, Database Systems

Certificate: [Google UX Design](#)

WORK EXPERIENCE

UX/UI & Web Design Contractor

June 2023 - Present

Client-Based

- Designed and developed responsive websites for three small businesses, delivering sketches, wireframes, and style guides using Figma, HTML, CSS, and JavaScript, each tailored to their users' demographics.
- Collaborated closely with stakeholders to refine content and design direction through iterative feedback, resulting in a final product that fully aligned with client goals.
- Applied WCAG-compliant accessibility practices, such as color contrast, semantic HTML, and clear hierarchy, to ensure usability for diverse audiences.

Physical Therapist Aide & Front Desk

Oct 2018 - Present

Atlas Physical Therapy & Industrial Rehabilitation

Everett, WA

- Supported licensed physical therapists by preparing treatment areas, assisting with patient exercises, and tracking rehab progress for over 50+ patients, fostering a strong relationship leading to increased engagement in rehabilitation appointments.
- Managed front desk operations, including scheduling, patient intake, and external communication with law firms, insurance companies, and hospitals, ensuring seamless HIPAA-compliant documentation flow.

Student Technologist Tutor

Oct 2022 - June 2024

University of Washington

Bothell, WA

- Leveraged technology tools such as Final Cut Pro, Adobe Creative Suite, and Canvas to deliver impactful instruction, helping elevate students' academic performance.
- Produced step-by-step tutorials for multimedia design and editing tools, simplifying complex software for first-time users.
- Simplified technical concepts through clear explanations, empowering students to apply new skills confidently.

PROJECTS

[Study Spotter](#) | Personal Project

- Led the end-to-end design and collaborated with developers to create a web application allowing university students to rate and review study spots like cafes and libraries, using React and Tailwind to align with modern design systems.
- Conducted iterative usability testing with 10+ students using Maze. Based on initial feedback indicating a lack of system responsiveness, redesigned key UI components, such as implementing clear pop-up confirmations and visual feedback.
- Improved accessibility by adjusting color contrast ratios, adhering to WCAG standards, and aligning with inclusive design principles for broader usability.

[MindfulU](#) | DubHacks Hackathon 2nd Place Winner

- Created wireframes, high-fidelity mockups, and an interactive Figma prototype for a mobile app focused on self-care and mood tracking, prioritizing UX and accessible, clean UI in an 18-hour hackathon.
- Made intentional style choices, such as using a soft color palette, and implementing a simple visual layout to communicate calmness for a mood tracking app, while keeping the design fast to design under a tight deadline.
- Achieved 2nd place out of 80 teams, for our strong visual design and thoughtful user-centered problem-solving approach.

[Dear Digital Equity](#) | Class Project

- Designed a web page in Figma to highlight the critical importance of digital equity for individuals across Washington, focusing on visual storytelling.
- Produced original content deliverables, including infographics, to ensure the site was informative and engaging.
- Collaborated with peers to refine the design based on feedback and usability testing results.

SKILLS

Design: UX/UI, Visual Design, Wireframing, Prototyping, Heuristic Evaluation, Responsive Design, Accessibility Design

Development: HTML, CSS (Bootstrap, Tailwind), JavaScript (React.js), SQL, Git

Tools/Software: Figma, Miro, Adobe Creative Suite, Microsoft Office