

Evan D. Jaquez

jaquevan@bu.edu | (203)-788-5739 | jaquevan.com | linkedin.com/in/evan-jaquez-118b5b294 | github.com/jaquevan

EDUCATION

Boston University Boston, MA
Bachelor of Arts in Computer Science and Economics; Minor in Data Science May 2026

Relevant Coursework: UI/UX Practicum, AI Ethics, Data Mechanics, Data Structures & Algorithms, Web Development, Software Engineering Career Prep, Econometrics, Behavioral Economics, Software Engineering, Micro/Macroeconomics

Activities: Hack4Impact, Boston University Drumline and Marching Band (Snare Drum), Film Lovers and Philosophy Club

Hackathons: BostonHacks '23 (Streamlit), BostonHacks '24 (Health), WellesleyHacks '24 (Adobe)

Academic: BU Scholarship, Dean's List, Isidore Wise Scholarship, Menegay Family CS Scholarship, Innovation Award

PROFESSIONAL EXPERIENCE

UX Research Intern May 2026 – Aug 2026
Red Hat Raleigh, NC

Teaching Assistant – XC475: Technology Innovation Fellowship Dec 2025 – Present
Boston University Boston, MA

- Mentor student teams in translating early-stage AI-startup ideas into MVPs over a semester-long innovation process.
- Provide structured feedback on product scope, UX decisions, and technical feasibility through weekly check-ins.

UX Design Project Manager Sep 2025 – Present
Boston University Spark! Boston, MA

- Lead cross-functional UX research and design teams (12+ members) through agile sprints, managing timelines, deliverables, and usability goals for civic and community-facing clients.
- Act as liaison between Spark! leadership, clients, and student designers, ensuring alignment across technical feasibility, user outcomes, and client expectations.
- Provide structured feedback on wireframes, prototypes, and user research while documenting sprint cadence and retrospectives to ensure design decisions evolve from user insights.

UI/UX Design and Web Development Intern May 2025 – Aug 2025
La Colaborativa Chelsea, MA

- Designed and developed the organization's economic development platform, providing 3000+ community members with up-to-date access to programs and resources.
- Partnered with 10+ staff members across departments to gather insights on community needs, technology limitations, and budget considerations, translating findings into actionable platform requirements.
- Developed a Strapi-based CMS using Next.js, Typescript, Tailwind, Figma, and Vercel, empowering non-technical staff to independently maintain and update the web platform.
- Created a two-month Digital Equity digital design curriculum in Canva, used in classes of 25+ community members.

UX Intern – Special Initiatives Jan 2025 – Present
Boston University Spark! Boston, MA

- Designed high-fidelity Figma prototypes and conducted user research for MAPLE Testimony and Boston Voter, civic tech tools supporting community engagement and legislative transparency; selected for presentation to Massachusetts legislators.
- Conducted onboarding interviews with potential clients to understand project goals, technical capacity, and user needs, shaping Spark!'s project selection process.
- Led client scoping and research for qualified leads, synthesizing findings into clear project proposals adopted into Spark!'s active pipeline.

APPLIED PROJECTS & VOLUNTEER

LearnWorm Fall 2025
Boston University Spark! Innovation Fellowship Boston, MA

- Selected as a hybrid UX researcher and frontend developer for an AI-powered platform that converts PDFs into language-learning web games using Phaser and Hugging Face OCR.
- Conducted user research and built scalable React interfaces with Daisy UI and Tailwind through weekly sprint demos.
- Project received the **Boston University Innovation Award** at Demo Day.