



## my hackathon story as a designer...

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// On October 8, 2016, I attended the Hacks for Humanity by Project Humanity at Arizona State University. Our team Six Sigma developed an app called *Synapse*, a habit building app for Android. //

What did  
I do?

As the role of designer, I was responsible for designing the user interface [UI] for the app, making the prototype of the app using [proto.io](http://proto.io) for designing the user experience [UX], and also participated in developing the idea of the function of this app by working with one of the team members, who is a neuroscience specialist.

During our experience of app development and workshops, I learned a lot including **UI/UX design, programming, and entrepreneurship**. The most significant thing for me is, I got to know a lot of friends that have the same interests as me and who love developing apps. The wonderful time I spent with them during this hackathon is one of the best memories in my college life.

I  
recommend!

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