Ashley Yu Jia Chen

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SKILLS

PROGRAMMING LANGUAGE
Java
JavaScript
HTML
CSS
Python

LIBRARIES AND FRAMEWORKS
 NodeJS
Express
Bootstrap
jQuery

USER INTERACTION
User Research
Wireframing
Prototyping
User Testing

RELEVANT COURSEWORK

Object Oriented Programming
Data Structures
Interaction Design
Design of Everyday Things
Discrete Mathematics

LINKS

Website:// **AshleyYJChen.github.io**

Github:// **ashleyyjchen**

LinkedIn:// **ashleyyjchen**

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

B.S Cognitive Science, Machine Learning
2017 - June 2021 (Expected)

Cum. GPA: 3.72 / 4.0

Awards
- Provost's Honors List

PROJECTS

DESIGN LEAP October 2018 - Present

- Collaborated in a team of undergraduates in service design research with efforts to revamp design education at UCSD to help UX interested students become industry ready.

- Created survey question guidelines, conducted secondary research, competitive analysis and more to key in on needs for all stakeholder involvement in a successful, long-term mentorship program.

- Led and organized group meetings and a plan of action for the next steps like interviewing and workshops.

HOOPERS January 2019 - March 2019

- Established a team of 3 in developing a mobile web app for finding local basketball pick-up games and tracking one's scores and statistics.

- Utilized JavaScript, JSON, NodeJS, and map and Facebook APIs to design the logging in, game and stat creation, and data saving functionalities.

- Employed HTML, CSS, and jQuery for a responsive mobile web design that reflects our app's branding while keeping the user interactions in mind.

CAMPUS BINS REDESIGN December 2018

- Led meetings and assigned tasks to a group formed to redesign the trash and recycling bins on campus.

- Utilized the double diamond design model to frame our needfinding, ideation, and final redesign process.

- Instrumented user interviews and the modified delphi card sorting technique to discover issues regarding the interface of the bins.

TETRIS May 2018

- Created a working Tetris game using JavaFX for the GUI and Java to implement the backend game logic.