Claire Chen

User Interface & User Experience Designer

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EXPERIENCE

UX Designer
The Corcoran Group
New York, NY
Jun 2016 - Present

The Tech Team of Corcoran creates technologies to help real estate agents efficiently close deals. I collaborated closely with product managers, engineers and agents to build 5 web applications using agile sprints.

- Performed user interviews and usability testing, created responsive user interface, crafted animations, and improved user satisfaction ratings from 45% to 85% for eCorcoran, a repository of tools and resources for agents.
- Defined feature requirements and scope, produced wireframes, and delivered hi-fi prototypes to improve the ad ordering and budget management experience.
- Communicated and presented design ideas by using Sketch, inVision or code.
- Generated rapid prototypes using existing style guide to gather feedback.
- Wrote HTML, CSS, and LESS to provide reusable code snippets and make quick style changes during production.

Web Designer
Teachers College,
Columbia University
New York, NY
Sept 2015 - Apr 2016

Teachers College Web Office designs, develops and maintains its websites.

- Redesigned user experience for 40+ micro-sites by revamping the interface with improved graphics, styling, and content structure.
- Collaborated with professors, administrators, and designers to clarify and distill their requirements.
- Implemented design changes using jQuery, CSS, HTML, and Bootstrap.

UI/UX Designer
DeepIntent
New York, NY
Feb 2016 - May 2016

DeepIntent is a startup building AI-based advertising technology.

- Refined the functionality and created prototypes for the publisher and advertiser dashboards by using Sketch and Axure.
- Built mobile-friendly and responsive user interfaces by using HTML, SCSS, jQuery and Bootstrap.

Multimedia Intern
United Nations (U.N.)
New York, NY
Jun 2015 - Aug 2015

The Information Management Unit at U.N. Peacekeeping develops online training modules, which are delivered to 100,000+ employees globally.

- Conducted research on domain knowledge and made content adjustments to improve the learning experience for people who have no prior knowledge.
- Created storyboards to prototype the training process in preparation for development.
- Improved modules' visualization and user engagement by creating and curating graphics, videos and audio materials.

EDUCATION

M.A. Instructional Technology & Media
Columbia University, Teachers College
New York, NY, 2014 - 2016

B.S. Educational Technology
Beijing Normal University
Beijing, China, 2010 - 2014

SKILLS & TOOLS

- Sketch
- InVision
- Illustrator
- Photoshop
- Axure
- HTML/CSS
- SCSS/LESS
- JavaScript
- Bootstrap
- Git
- Wireframing
- Prototyping
- User Interview
- Usability Testing
- Style Guide