

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 interview, created a responsive user interface, crafted animations, and improved user satisfaction ratings from 40% to 85% for eCorcoran, a repository of tools and resources for agents.
- Defined feature requirements and scope, produced wireframes and high-fidelity prototypes, wrote HTML and CSS to improve the usability of Corcoran's ad buying capabilities.
- Communicated and presented design ideas to product managers using Sketch, InVision or code.
- Wrote and refactored LESS code for Presentations, a tool for agents to present properties to clients.

Web Designer

Teachers College

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 using jQuery, CSS and HTML.
- Collaborated with professors, administrators and designers to clarify and distill their requirements.

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

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