

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.

- Created live style guide for corcoran.com, which enhanced digital marketing presence, web design consistency, and front-end development efficiency.
- Performed user interviews and usability testing, built responsive user interface, crafted animations, and increased user satisfaction ratings from 45% to 85% for Corcoran's intranet.
- Defined feature requirements and scope, produced wireframes, delivered hi-fi prototypes, and improved ad ordering and budget management experience.
- Wrote reusable code snippets (HTML, CSS, and LESS) and made 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 | ● HTML/CSS | ● Wireframing |
| ● InVision | ● SCSS/LESS | ● Prototyping |
| ● Principle | ● JavaScript | ● User Interview |
| ● Axure | ● Bootstrap | ● Usability Testing |
| ● Adobe CC | ● Git | ● Style Guide |