Claire Chen

http://chenclaire.github.io

EXPERIENCE.

UI/UX Designer @ DeepIntent
New York, 2016.02 - 2016.05
DeepIntent is a start-up focusing on building AI-based advertising technology.
• Built and maintained the mobile-friendly user interface by using HTML, SASS/CSS, jQuery and Bootstrap.
• Refined the functionality and design of the user interface.
• Prototyped the user interface in collaboration with the graphic designer by using Sketch and Axure.
• Worked collaboratively with back-end developers to implement data into font-end.

Web Designer and Developer @ Columbia University, Teachers College
New York, 2015.09 - 2016.04
The Web Office of Teachers College is responsible for designing, developing and maintaining the websites of Teachers College.
• Designed and built better user experiences for approximately 30 micro-sites by revamping the interface and the content structure (HTML, CSS and jQuery) and by coding them to be responsive and mobile-first (Bootstrap).
• Collaborated with site stakeholders to clarify and distill requirements.

Instructional Design Intern @ MandarinX ↗
New York, 2015.08 - 2016.02
MandarinX is a high-quality course builder with more than 40, 000 students on the edX platform.
• Designed and developed interactive quizzes and vocabulary books by using HTML and CSS in edX Studio.
• Improved learner engagement by organizing and leading discussions and the peer assessment.

Multimedia Intern @ United Nations, Department of Peacekeeping Operations
New York, 2015.06 - 2015.08
Information Management Unit of Department of Peacekeeping Operations develops a multimedia online training which is delivered to approximately over 100,000 staff all over the world.
• Redesigned the online training's UI & UX which improved the learning experience of users.
• Improved the online training's visualization and engagement by creating and curating graphic, video and audio training materials.

PROJECTS.

WeStory ↗
A collaborative storytelling website for college students to improve their literacy.
• Designed and built the UI and UX.
• Created the "read story", "create new story" and "insert new entry" features by using Parse.

Story x Museum ↗
A mobile application that enhances the art museum experience through the telling and sharing of stories.
• Researched and defined the problems in art museum experiences.
• Designed, wireframed and prototyped the UI and UX of the mobile application.

CulturaMeme ↗
An online learning community for international students to improve their intercultural competence.
• Designed and prototyped the UI.
• Conducted user research by identifying the needs of users through face-to-face interviews.

EDUCATION.

Columbia University
2014 - 2016
M.A. Instructional Technology & Media
Teachers College Scholarship Recipient

Beijing Normal University
2010 - 2014
B.S. Educational Technology
2nd Academic Scholarship Recipient

DESIGN TOOLS.

Sketch	Illustrator
Axure	InDesign
InVision	Lightroom
Keynote	Premiere
Photoshop	

DEVELOPMENT SKILLS.

HTML5	Parse
CSS3	Git
Sass	Processing
JavaScript	Paper.js
jQuery	various CMS
Bootstrap	wix

LANGUAGES.

English
Chinese (Mandarin)

INTERESTS.

Photography
Calligraphy

PORTFOLIO
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