

Claire Chen

Experiences

UI/UX Design Intern @ DeepIntent

New York, 2016.02 - present

DeepIntent is a start-up focusing on building AI-based advertising technology.

- Built the web and mobile version of the Publisher UI by using HTML, CSS, jQuery and Bootstrap.
- Refined the functionality and design of the Publisher UI.
- Prototyped the Publisher UI in collaboration with the graphic designer.

Web Designer and Developer @ Columbia University, Teachers College

New York, 2015.09 - present

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.

- Designed the UI and UX (e.g. user navigation, listing of artworks, listing, recording and sharing of stories).
- Researched and defined the problems in art museum experiences.

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.

I ♥ to design
and build
great looking,
USABLE
interface

PORTFOLIO

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Education

Columbia University

2014 - 2016

M.A. Instructional Technology & Media

Beijing Normal University

2010 - 2014

B.S. Educational Technology

Design Tools

Sketch
Photoshop
Illustrator
InDesign
Lightroom

Development Skills

HTML5
CSS3
JavaScript
jQuery
Bootstrap
Parse
Processing
Paper.js

Passions

UI & UX Design
Front-End Development
Responsive Design
Graphic Design