

# Claire Chen

<http://chenclaire.github.io>

## EXPERIENCE.

### UI/UX Design Intern @ Deeplntent

New York, 2016.02 - present

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

- Built and maintained responsive 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 the back-end developer to implement data to font-end.

### 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.

- 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  
2<sup>nd</sup> Academic Scholarship Recipient

## DESIGN TOOLS.

Sketch

Axure

InVision

Keynote

Photoshop

Illustrator

InDesign

Lightroom

Premiere

## DEVELOPMENT SKILLS.

HTML5

CSS3

Sass

JavaScript

jQuery

Bootstrap

Parse

Git

Processing

Paper.js

various CMS

wix

## LANGUAGES.

English

Chinese (Mandarin)

## INTERESTS.

Photography

Calligraphy

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### PORTFOLIO

<http://chenclaire.github.io>

### EMAIL

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### PHONE

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