# Eliot Chang

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## Objective

*I am a UI/UX designer, developer, and economics researcher interested in startups, childhood education, behavioral economics, cooking, and everything in between.*

## Education

### University of Southern California—

*M.S. Computer Science | B.S. Economics & Mathematics*

**Los Angeles, CA**
August '17 - May '21

## Work Experience

### Fokcus
*UI/UX Engineer*

**Los Angeles, CA**
July '17 - Present

- Working at a startup as a UI/UX engineer on a platform that connects entrepreneurs with mentors.

- Currently coordinating with companies such as Google, Apple, and the U.S. Navy to find mentors.

- Featured at TechFair LA.

### Giggle Chips—
*Curriculum and Content Developer*

**Los Angeles, CA**
September '17 - Present

- Developing educational picture books that introduce STEM concepts to children aged 4-9.

- Accepted into the Grid110 program, working with the LA mayor's office as well as rose over $5,000 on Kickstarter.

- Company featured on the ABC show 'Toy Box'

### Behavioral and Experimental Economics Group
*Senior Research Assistant*

**Los Angeles, CA**
July '15 - Present

- Researched behavioral economics and public policy with a focus in food choice and food deserts under Professor Anya Samek with the USDA.

- Participated in projects with Professor Steven Levitt and Professor John List focusing on childhood education.

- Utilized programs such as Atlas.ti, ArcGIS, and IBM analytics.

## Skills

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|---|---|
| Photoshop | Wordpress |
| InDesign | HTML/CSS |
| Illustrator | Sketch |
| English | Word |
| Chinese | Excel |

## Awards and Certificates

**Presidential Service Award**
Corporation for National and Community Service, 2015

**Photoshop, InDesign, and Illustrator Certified**
Adobe, 2016

**State Seal of Biliteracy**
State of Illinois, 2017

## Select Projects

**ProjeTapp**

- Developed Pitch Count, an app used by several baseball teams in the Illinois High School Association

- Released Robot Rumble, a web game that won honorable mention in the Air Console student competition.

**TappCamp**

- Taught 8-12 year olds how to develop their own games using MIT's coding platform scratch

- Currently implementing a semester long curriculum in elementary schools in the Chicago suburbs.