

# Eliot Chang

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## Objective

*I am a UI/UX designer with a behavioral economics research background interested in the intersection between behavior and design to create user centered products.*

## Education

### University of Southern California—

M.S. Computer Science  
B.S. Mathematics/Economics

Los Angeles, CA  
August '17 – May '21

## Skills

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

## 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.
- Current network consists of almost 1,000 mentors and startups.
- Helped design mobile and web platforms as well as consult startups with the UI/UX in their platforms.

### Behavioral and Experimental Economics Group

#### Senior Research Assistant

Los Angeles, CA  
June '17 – Present

- Researched behavioral economics and public policy with a focus in food choice and food deserts under Professor Anya Samek with the USDA.
- Utilized data analysis programs such as Atlas.ti, ArcGIS, and IBM analytics.

### University of Chicago

#### Research Assistant

Chicago, IL  
July '15 – August '16

- Researched behavioral economics and public policy with a focus in altruism.
- Participated in projects with Professor Steven Levitt and Professor John List focusing on childhood education.
- Ran and designed field experiments.

## Awards and Certificates

### Presidential Service Award

Corporation for National and Community Service, 2015

**Adobe Certified Associate US Champion**  
Selected US champion out of over 140,000 applicants  
Adobe, 2016

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

## Select Projects

### ProjeTapp

• Developed Pitch Count, an iOS 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 area.