

## L A U R E N H U N G

laurenhung.com

hsienhuh@andrew.cmu.edu

### E X P E R I E N C E

- 06/19 – 04/20 **UCLA HCI Research** / Los Angeles, CA  
UI/UX specialist, Conducting user research and interface design for a diagnosis support system for pathologist to reduce workload when training a machine learning model for cancer diagnosis. And contributed to project submission to ACM CHI conference.
- 08/18 – 04/19 **Woobo** / Boston, MA  
UI/UX and game design intern, creating digital interfaces, games, logos and icons for the Woobo toy and parent app as well as conducting user testing and user experience research.
- 06 – 12 /17 **Brown University Computing & Information Services** / Providence, RI  
Instructional Design Intern, leading design of a web and mobile application for managing IT services across university campus and collaborating with Brown University Professor to implement new curriculum on Learning Management System through researching and communicating capabilities and constraints of LTI.
- 06 – 07 /16 **Italia Innovation Program** / Venice, Italy  
Design Thinking Intern, partnering with Italian companies to research and propose innovative business strategies through design thinking.

### E D U C A T I O N

- /21 **Carnegie Mellon University** / Master of Human-Computer Interaction candidate
- /18 **Rhode Island School of Design** / BFA Industrial Design / Honors Student  
Cumulative GPA 3.79  
**Brown University**  
Classes in UI/UX, Computer Science, Economics, Engineering

### L E A D E R S H I P

- /16 – /18 **Frankenfix** / Co-director  
Creating a game that engages elementary school kids with the concepts of design thinking in collaborative and creative play.
- /16 **Design for America** / Team lead / Leadership studio representative  
Leading a multidisciplinary team to create independent mobility solutions for the aging population using the human centered design process and representing RISD / Brown at DFA national leadership studio.
- /16 **Brown University Health Hackathon** (First Place)  
Design a mobile app concept for users with early-onset Alzheimer's disease to stay connected with their loved ones.

### S K I L L S

**UI/UX** Sketch, InVision, Adobe XD, Proto.io, Figma, Principle, React, Dreamweaver, HTML, CSS  
**2D** Photoshop, Illustrator, Indesign, Adobe After Effects  
**3D** Rhino, Solidworks, Fusion 360, Keyshot