

# Yuchen Jin

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## EDUCATION

### University of Wisconsin-Madison

*BS in Computer Science and Psychology*

- **Cumulative GPA:** 3.96

Madison, WI

*Expected Graduation: May 2025*

## EXPERIENCE

### Research Intern

May 2024 – Present

*Research Intern at Carnegie Mellon University Software and Societal Systems Department*

*Pittsburgh, PA*

- Worked on designing a visual interactive geometric proof tool with 2 Professors and 1 Ph.D. Candidate
- Conducted 18 user interviews with Geometry teachers across U.S.
- Built, improved UI elements such as hoverable tooltips, local event and response logging system
- Conducted usability and performance testing sessions with high school students to evaluate tool

### Undergraduate Research Assistant

Sep 2023 – Present

*UI/UX Designer and Frontend Developer at UW-Madison People and Robots Lab*

*Madison, WI*

- Worked on designing a collaborative colored Petri Net graph editor tool Statewise in visualizing Human-Robot Interaction systems
- Conducted multiple usability studies at different phases of the process
- Collaborated with other Frontend and Backend Developers
- Maintained accurate records of progress, created timeline and documented each step along the process with Notion

### Undergraduate Research Assistant

Jan 2022 – Present

*Project Lead at UW-Madison Learning and Transfer Lab*

*Madison, WI*

- Designed and am currently starting my senior thesis investigating color-category mapping in dynamic systems
- Personally designed and am currently carrying out my sophomore thesis research project investigating meta-cognition of educational video playback speed
- Conducted sessions of research on learning related to gaming abilities using MATLAB
- Trained and helped undergraduate research assistants to execute experimental protocols in controlled lab environments

## PROJECTS

### Rain Checker | *Figma, Procreate, React.js*

September, 2023 - - Present

- Created a UW-Madison branded lab management responsive website for Learning and Transfer Lab
- Conducted usability studies with fellow Research Assistants and Lab Managers
- Created wireframes, mock-ups and prototypes and developed it with React and MUI

### Wilson's Journey | *Unity*

May, 2021 - - August, 2021

- Developed a 2D platformer game using Unity
- Utilized tilemap system to create levels efficiently
- Designed background, character, UI elements using Photoshop

## TOOLS

**Technical Skill:** HTML, CSS, JavaScript, TypeScript, R Studio, Java, React.js, React Native, Node.js, Git, Figma, Photoshop, Procreate, Blender

## CERTIFICATES AND AWARDS

- Google UX Design Certificate
- Scholarship Recipient, Hilldale Undergraduate/Faculty Research Fellowship 2023
- Scholarship Recipient, Sophomore Research Fellowship 2023
- Scholarship Recipient, Bryan's Aspiring Psychology Student Award 2022