Yuchen Jin

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EDUCATION

University of Wisconsin-Madison   Madison, WI

BS in Computer Science and Psychology   *Expected Graduation: May 2025*

- **Cumulative GPA**: 3.96
- **Relevant Courses**: Cognitive Psychology, Building User Interfaces, Research Methods, Computer Graphics, Algorithms

EXPERIENCE

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*

- 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
- Conducted advanced statistical analysis using R

PROJECTS

Organized Life website | *Figma, Procreate, React.js*   July, 2022 - - Present

- Designed a responsive productivity website including to-do list and recipes page
- Implemented customized scrollbar and other UI elements using React
- Allowed users to save and store their own calendar and recipes using JSON

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

Mrs. Lovett's Bakery Delivery App | *Figma, Procreate*   June, 2023 - - August, 2023

- Added a calendar feature to normal delivery app
- Conducted usability studies and competitor audits
- Created wireframes, mock-ups and prototypes

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

Visual Illustrator: Photoshop, Illustrator, Procreate, Blender
Interactive: Figma, AdobeXD
Technical Skill: HTML+CSS, JavaScript, R Studio, Java, React.js, React Native, Node.js, Git

CERTIFICATES AND AWARDS

- **G**oogle UX Design Certificate
- **S**cholarship Recipient, Sophomore Research Fellowship 2023
- **S**cholarship Recipient, Bryan's Aspiring Psychology Student Award 2022