

Claire Chen

<http://chenclaire.github.io>

Experiences

UI/UX Design Intern @ Deeplntent

New York, 2016.02 - present

Deeplntent is a start-up focusing on building AI-based advertising technology.

- Built the web and mobile version of the Publisher UI by using HTML, CSS, jQuery and Bootstrap.
- Refined the functionality and design of the Publisher UI.
- Prototyped the Publisher UI in collaboration with the graphic designer.

Web Designer and Developer @ Columbia University, Teachers College

New York, 2015.09 - present

The Web Office of Teachers College is responsible for designing, developing and maintaining the websites of Teachers College.

- Designed and built better user experiences for approximately 30 micro-sites by revamping the interface and the content structure (HTML, CSS and jQuery) and by coding them to be responsive and mobile-first (Bootstrap).
- Collaborated with site stakeholders to clarify and distill requirements.

Instructional Design Intern @ MandarinX

New York, 2015.08 - 2016.02

MandarinX is a high-quality course builder with more than 40, 000 students on the edX platform.

- Designed and developed interactive quizzes and vocabulary books by using HTML and CSS in edX Studio.
- Improved learner engagement by organizing and leading discussions and the peer assessment.

Multimedia Intern @ United Nations, Department of Peacekeeping Operations

New York, 2015.06 - 2015.08

Information Management Unit of Department of Peacekeeping Operations develops a multimedia online training which is delivered to approximately over 100,000 staff all over the world.

- Redesigned the online training's UI & UX which improved the learning experience of users.
- Improved the online training's visualization and engagement by creating and curating graphic, video and audio training materials.

Projects

WeStory

A collaborative storytelling website for college students to improve their literacy.

- Designed and built the UI and UX.
- Created the "read story", "create new story" and "insert new entry" features by using Parse.

Story x Museum

A mobile application that enhances the art museum experience through the telling and sharing of stories.

- Designed the UI and UX (e.g. user navigation, listing of artworks, listing, recording and sharing of stories).
- Researched and defined the problems in art museum experiences.

CulturaMeme

An online learning community for international students to improve their intercultural competence.

- Designed and prototyped the UI.
- Conducted user research by identifying the needs of users through face-to-face interviews.

Education

Columbia University

2014 - 2016

M.A. Instructional Technology & Media
Teachers College Scholarship Recipient

Beijing Normal University

2010 - 2014

B.S. Educational Technology
2nd Academic Scholarship Recipient

Design Tools

Sketch
Photoshop
Illustrator
InDesign
Lightroom
Premiere

Development Skills

HTML5
CSS3
Sass
JavaScript
jQuery
Bootstrap
Parse
Git
Processing
Paper.js

Languages

English
Chinese (Mandarin)

PORTFOLIO

<http://chenclaire.github.io>

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