Andrew Chuang

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Carnegie Mellon University
BS Statistics and Machine Learning, 2022
Additional Major in Human-Computer Interaction

EXPERIENCE

Research Intern | UCSD Design Lab
June 2020 - Present
Generate different sketches and prototypes of creative search engines. Coordinate interviews with 20+ participants. Design study tasks and corresponding questionnaires. Analyze search log data to yield insights regarding user search behaviors.

Business-AI Intern | West Virginia University Medicine IT
May 2020 - August 2020
Transformed raw enterprise and clinical data into enriched forms. Created different iterations of machine learning models to yield ones that can best predict patient outcomes. Presented visualizations and insights to senior leadership and clinical staff.

Research Assistant | Human-Computer Interaction Institute
January 2020 - May 2020
Modified classifer that evaluates the usefulness of a Twitter image's alternative text. Developed web interface that can test the effectiveness of an image's alternative text or receive alternative text generated from uploaded image.

EXTRACURRICULARS

Executive Board Member | Activities Board
May 2019 - Present
Currently serving as Finance Chair for school programming board, overseeing $350k+ budget and assisting chairs on budgeting, allocations, and reimbursements. As Publicity Chair, worked with six assistant chairs in three committee subteams: design, marketing, and web development.

Resident Assistant | Carnegie Mellon Residential Education
August 2019 - May 2020
Provided mentorship and guidance for 24 first-year residents. Held events centered around wellness, decision-making, cultural competency, and social responsibility for 160+ residents in housing community. Supervised community house council.

SKILLS

Programming: Python (including Pandas, Scrapy, Sci-kit Learn), HTML/CSS, R, C
Software: Adobe Photoshop, InDesign, Illustrator, XD, Figma, Solidworks, Tableau, Microsoft Office Suite
Methods: Interviews, Data Analysis, Journey Mapping, Affinity Diagrams, Usability Testing, Speed Dating, Persona Analysis, Storyboarding, Wireframing