

# Brianna Chen

## UX Engineer

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Clearance: Secret

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### Profile

Developer | Designer | User Experience

I have a background in both Computer Science and Art, and use these seemingly disparate fields in projects as both a UX Designer and Developer. In recent years, I have also enjoyed learning and practicing best UX Research methodologies to help inform design and enhance user experience outcomes.

### Experience

Senior UX Engineer, MITRE; McLean, VA – 2017-Present

Work as an UX engineer, designer and researcher with a variety of government sponsors. Experience with interacting with stakeholders, working in an agile environment, and rapid prototyping both wireframes and coded applications. Maintain a secret clearance.

Graphics/Visualization Software Engineer Intern, MITRE; Bedford, MA – 2016

Graphics and Visualization Intern in MITRE's REACT Lab. Worked on creating a visual component library using AngularJS that is used as a rapid prototyping resource within the lab.

Game Design Professor, UNC Charlotte; Charlotte, NC – 2016

Graduate student instructor teaching Introduction to Game Design. Responsible for lesson planning, course structure and student mentoring.

### Education

University of North Carolina at Charlotte, NC

PhD in Computer Science (*paused*)

Masters in Computer Science, 2015

Game Design Certificate, 2015

University of the Cumberlands, KY

Bachelors in Art with concentration in Oil Painting, 2011

Minor in Business Management Information Systems, 2011

### Skills

Languages

Proficient in JavaScript, CSS, HTML, HTML5, C#, Python and C++

Software

Adobe XD, Sketch, Balsamiq, Axure, Photoshop, Illustrator, Xcode, Visual Studio, and Unity

Other

Vue, Angular 2+, React, NodeJs, Material Design, UX Design, Rapid Prototyping, User Testing, Facilitation, Ideation, Evaluations, Graphic and Visual Design

