

# BRIANNA CHEN

UX ENGINEER

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## PROFILE

*I'm a designer and developer committed to making beautiful user experiences.*

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.

## EDUCATION

### UNC CHARLOTTE, NC

- Masters in Computer Science, 2015
- Game Design Certificate, 2015

*I studied for a PhD in Computer Science from 2014-2016 as a GAANN fellow recipient. I have since paused my doctorate in order to explore other opportunities*

### University of the Cumberlands, KY

- Bachelors in Art with concentration in Oil Painting, 2011
- Minor in Business Management Information Systems, 2011

## EXPERIENCE

### MITRE

2016-Present

#### Senior UX Engineer (2019)

Work as a UX engineer, designer, and researcher with a variety of government sponsors. Experience interacting with stakeholders, working in an agile environment, project / task management and rapid prototyping both wireframes and coded applications. Maintain a secret clearance. Created the position and definition of UX Engineer at MITRE. I also serve as UX Engineering Technical Service Lead within the department.

#### Graphics / Visualization Software Engineer (2017)

Develop and design software with a concentration on visualizations and dashboards using modern web frameworks. Conducted user requirements gathering and evaluations.

#### Graphics/Visualization Software Engineer Intern (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.

## SKILLS

### Development

HTML & CSS / SCSS / SASS  
Vue, React, Angular  
Python, C#, Java, JS  
MongoDB, SQL, MySQL  
Visualizations (D3)  
Docker

### Design / Research

Rapid Prototyping  
Heuristic Evaluations  
User Facilitation  
UI / UX Design  
Journey Maps  
Graphic / Visual Design

### Software

Adobe XD  
Illustrator  
Photoshop  
Visual Studio Code  
Sketch  
Unity

### Other

Project Management  
Jira  
GitFlow  
Illustration  
Mentorship