# 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

**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

**Group Lead**  *(2022)*
In addition to UX Engineering responsibilities, serve as a manager to 5 early career staff. Responsibilities include work-shaping, mentorship, technical guidance, career guidance, and performance evaluations.

**Lead UX Engineer and Task Lead**  *(2019)*
Work as a Technical / Task Lead, UX engineer, designer, and researcher with government and industry sponsors spanning a wide breadth of domains. Experience leading projects reporting to stakeholders, spanning government, industry and academia. Focus on 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.

**Graphics / Visualization Software Engineer**  *(2016)*
Began as a Graphics and Visualization Intern in MITRE's REACT Lab in 2016. Worked on creating a visual component library using AngularJS that was used as a rapid prototyping resource within the lab.

Hired full-time in 2017. Developed and designed software with a concentration on visualizations and dashboards using modern web frameworks. Conducted user requirements gathering and evaluations.

## 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
Personas
Graphic / Visual Design

**Software**
Adobe XD
Illustrator
Photoshop
Visual Studio Code
Sketch

**Other**
Project Management
Jira
GitFlow
Illustration
Mentorship