

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

