

Chiara Amisola

Product & design for impact

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➤ EDUCATION

Yale University EXPECTED MAY 2022
Computer Science & Art

Leadership — Yale Women in CS, UX Society,
WYBC Yale Radio, Women's Center, oSTEM,
Tsai CITY Entrepreneurial Center

➤ SKILLS

Visual Design, Wireframing and Mockups,
Rapid Prototyping, User Research, Product
Strategy, Analytics & Content Strategy

I like to prototype in code and make stuff
tangible.

➤ TOOLING

Design — Adobe CC, Figma, Sketch, Invision,
Framer, WebGL, Unity, Blender

Code — HTML/CSS, JavaScript/TypeScript,
Vue, React, Node.js, three.js, p5.js, Python, C

➤ HONORS

2019 Speaker @ Grace Hopper Australia

2018 Women of Silicon Valley Feature

2018 AnitaB.org Student of Vision, Speaker @
Grace Hopper Celebration Keynote (audience:
20,000+)

2018 Microsoft Imagine Cup National Top 3
Finalist, Philippines

➤ SELECTED WORK

Iboto.ph — Voter education & campaigns for
the Philippines, >3m engagements in 3 weeks
for the elections. I lead a product team of 25.

Technology.ph — Building & writing a biweekly
digest on Southeast Asian product, design,
and tech for >450 readers. I manage a design
& editorial team of 10.

Writing — Medium.com and chias.blog.
100,000+ reads since 2016.

Various Indie Games — Net art & IF totaling
>4k plays; showcased at exhibitions.

Batid — Citizen security web app for civic
engagement and safety. Microsoft Imagine
Cup Finalist.

Also writing on computational justice, building
indie games, narrative fiction, and exploring
Southeast Asia's tech systems—chia.dev.

Rappler — Tech & Product Design Intern

JUN 2019 - AUG 2019

Designed end-to-end web experience for newsroom documentation & collaboration. Led
product development of internal tool and coded with Node.js, Vue, & Wiki.js for 60+ staff.

Defined use cases and features. Designed and engineered CMS, editor, and flows. Wrote
product req & onboarding docs. Audited & redesigned Wiki.js visuals to align with brand.

Twitter — #EarlyBird

CASE STUDY MAY 2019

1 of 35 from >5,000 applicants in a week-long program building & pitching to senior leaders.

Luminus, Yale Helix — Software & Design Fellow

SEP 2018 - MAY 2019

Led design and engineering within a team of 8. Launched and developed MVP for healthtech
IoT service in <2 months, decreasing time spent in supply rooms by 75%. React & Firebase.

Designed full progressive web app experience. Led design sprints with healthcare
practitioners, refined product through usability tests, field studies, & 100+ interviews.

Edukasyon.ph — Design Intern

APR 2017 - MAY 2017

Designed graphics, interfaces, & prototypes for a product reaching >10m students. Conducted
heuristic analysis for web and A/B tested marketing funnels. Track product KPIs & write specs
for engineering & design teams. Aid in growth through competitive analysis & user research.

➤ BEYOND

Developh — Founder & Executive Director

ORG WEBSITE

Scaled tech & education nonprofit to impact >75,000 youth in 11 countries leading a 42-person
team through our accelerator, workshops, events, & courseware. Co-designed brand & assets
and develop in-house initiatives. Connected >200 students to tech careers, grew to 50+
communities, presented at 40+ tech events.

Direct accelerator for Southeast Asia, managing venture growth of 10+ teams and nonprofits
from fashiontech to govtech. Brought >10 products from ideation to launch, working from
product management, product strategy, marketing funnels/analytics, user research, creative
strategy, to building & deploying internal tools for usage by accelerator teams.

User Experience Society — Founder & President

ORG WEBSITE

Founded Yale's undergraduate design group & consultancy with 24 members. Lead & co-design
a human-centric club curriculum, prepare workshops on web development, design practices &
tooling, and user research. I also manage and deliver client projects.

Yale Center for Collaborative Arts & Media — Fellow

Youngest fellow building interdisciplinary creative projects, exhibiting and holding workshops.
Exploring: VR, computational justice, creative code, p2p web, & game dev.

Center for Innovative Thinking at Yale — Student Advisory Board

Advising growth & programming of entrepreneurship & accelerator at Yale with 20+ events &
10+ teams per semester. Co-lead team hosting innovation events for 100+ students.