

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.