

# Carleen Thio

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Toronto, ON

## Overview

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An excellent and supportive team player that conducted user research and usability testing in two projects to develop a solution to real-world problems. Volunteered for the City of Toronto's committee advisor and animal service, requiring minimal supervision and developing good communication skills.

## Education

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- **University of Toronto** Toronto, ON  
*Honours Bachelor of Science, Cognitive Science and Linguistic* 2019
  - With a focus on Computational Cognition

## Skills

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**Programming Language:** Python, Java, R

**Web Programming:** HTML, CSS, ReactJs, Javascript

**Version Control:** Git, Github

**Software Development Methodology:** Scrum, Agile

**UX Prototyping Tools:** Axure, InVision, Adobe XD

**Others:** LaTeX, Xcode

## Programming Projects & Experience

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- **Content Writer** Remote work, Finland  
*Typing Master* Jan. 2020 - now
  - Produce well-researched, family-friendly facts for their game.
  - Edited past facts for accuracy and truth, and reduced the number of characters to stay within the prescribed limit.
- **FÜDGER: Grocery and Inventory App [Axure RP]** University of Toronto  
*Project: Design of Interactive Media* Jan. 2019 - Apr. 2019
  - Developed and performed a detailed field study research on participant's grocery shopping habits to narrow down the food waste problem space.
  - Conducted usability testing using a low-fidelity paper prototype to evaluate usability issues.
  - Reiterated high-fidelity prototype design after a few round of usability testing.
- **Language Learning** University of Toronto  
*Project: Cognitive Science in Practice* Jan. 2019 - Apr. 2019
  - Identified a linguistic problem involving a complex cognitive processes with a team.
  - Designed a more efficient language learning style for different levels of proficiency by conducting user research consisting of field research, interviews, and secondary research.
- **Innis Café** Toronto, ON  
*Work Assistant* Sept. 2018 - Apr. 2019
  - Aided in daily activities including stocking, taking orders, cashing people out, and prepping food alongside the kitchen staff when there is too many orders.

- Helped deliver food and prepare events, and ensured a smooth process throughout the event.
- Prepared invoices to be sent out to large order customers.
- **Daisy Intelligence Hackathon [Python 3.6.5]** University of Toronto  
*Hackathon* *Jan. 2018*
  - Scripted logic that uses multiple linear regression to predict the amount of items that would be sold based on price and promotion type.
  - Obtained a more accurate prediction by creating a script using the time series forecasting.
- **Warehouse Simulator Project [Java]** University of Toronto  
*Project: Software Design* *Winter 2017*
  - Collaborated with the team to develop a warehouse simulator and barcode scanner that provides tracking and updated status of the workers, inventory and facility.
  - Wrote extensive JUnit tests for the classes and majority of the code documentations.
- **Photo Tagger Design Project [Java]** University of Toronto  
*Project: Software Design* *Fall 2017*
  - Conceptualized an application that allows user to select and rename photos in their operating system, allowing it to be searched outside of the application by adding tags to the photos.
  - Developed the structural design of the user interface using composite and facade design pattern to encapsulate the complex parts of the application.

## Extracurricular Involvements

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- **Toronto Animal Shelter** Toronto Animal Service  
*Adoption Coordinator* *Sep. 2016 - Feb. 2019*
  - Suggested suitable cats to adopter and facilitated the screening and adoption process.
  - Provided close attention and care for the cats' health, while being alert for signs of sickness.
- **Science Rendezvous 2018** University of Toronto  
*Event Liaison* *May 2018*
  - Promoted the linguistic department by overseeing several booths, which included explaining the nature of the language Inuktitut.
- **Global Engineering Week** Engineers Without Borders  
*Web Designer* *Dec. 2017 - Jan. 2018*
  - Redesigned their web page for the event to look more cohesive and appealing.
  - Ensured functionality and information completeness before release.
- **Science Rendezvous 2017** University of Toronto  
*Event Liaison* *May 2017*
  - Explained the concept and potential use of virtual reality to attendants by preparing the device and guiding them through it.
- **Youth Design & Technology Committee** City of Toronto  
*Design & Technology Advisor* *Feb. 2017 - Nov. 2017*
  - Conducted qualitative research as the City of Toronto's Youth Design & Technology Advisory Committee to identify gaps and provide improvements in the city's community centre.
- **Alternative Reading Week** University of Toronto  
*Program Coordinator* *Apr. 2016*
  - Organized a bonding activity for children between the age of 8-14 with a team of five.
  - Adapted quickly to changes to ensure a smooth running activity by actively communicating changes to team members and rules to the children.