Carleen Thio

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Overview

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

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

Skills

Programming Language: Python, Java, R

Web Programming: HTML, CSS, ReactJs

Version Control: Git, Github

Software Development Methodology: Scrum, Agile

UX Prototyping Tools: Axure, InVision

Others: LaTeX, Xcode

Programming Projects & Experience

- **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

- **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.
  - Explained the story behind 'Wug' to instill curiosity within children during button making.

- **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
  - Promoted virtual reality to attendants by preparing the device and guiding them through it.
  - Explained the concept and potential use of virtual reality.

- **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 citys 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.