# Catherine Chen

Davis, CA
[ccrchen@ucdavis.edu](mailto:ccrchen@ucdavis.edu) | (510)480-7636

## EDUCATION

**University of California, Davis**　　　　　　　　　　　　　　　　　　**Expected June 2024**
*Bachelor of Science in Human Development*
　　**Relevant Coursework:** *Implementation of Data Structures; Intro to Data Science; Statistics; Linear Algebra*

## SKILLS

- **Skills:** Microsoft Office (PowerPoint, Word, Excel), Google Workspace, Figma, Canva
- **Software:** Python, C, R Studio, Git, MATLAB

## PROJECTS

**ReqCheq,** HackDavis 2022　　　　　　　　　　　　　　　　　　　　　　**April 2022**
- Designed an interface using Figma for a website which returns a list of classes offered at UC Davis that students can take based on classes they have taken and prerequisite requirements
- Collaborated with a team of four to develop a program and design a website in 24 hours
- Pitched project to judges and promoted possible impact of project on university students

**Connect 4 Game,** ECS 32B　　　　　　　　　　　　　　　　**October–December 2021**
- Created a game of Connect 4 using object-oriented programming and unit testing in Python
- Users can specify game parameters like board size, player pieces, and player types (two AI player types)

**Get Better Day By Day,** DES 1　　　　　　　　　　　　　　**September–December 2021**
- Designed a Figma prototype of an app that helps users track daily mental health

**AI Cleaning Detector,** AI Camp　　　　　　　　　　　　　　　　　　　　**July 2021**
- Developed a functioning object detection AI that detects clean and messy areas of rooms with a multidisciplinary team of project managers and front and back-end developers using Python and YOLO
- Designed and implemented AI in a website as the lead designer of the team

## EXPERIENCE & INVOLVEMENT

**UC Davis DataLab Team Member**　　　　　　　　　　　　　　**March 2022–Present**
*UC Davis DataLab*
- Coded a publication search system for Dr. James Trimmer's Neuromab antibody database
- Built a web scraping function to scrape Google Scholar result pages to duplicate manual notifications
- Created a list of unique Neuromab antibody targets to be used to search through full text publication articles

**UX Design Fellow**　　　　　　　　　　　　　　　　　　　　　**April 2022–Present**
*UC Davis Design Interactive*

- Designed a Hinge Figma prototype with new design implementations as part of Fellowship Design Challenge
- Conducted user research to make human-centered design decisions

**Marketing Coordinator**　　　　　　　　　　　　　　　　　**September 2021–Present**
*The Human Development Club at UC Davis*
- Create and design club shirts and pins for club merchandise, and presentations for biweekly meetings
- Help plan and run general meetings for over 20 members as part of the leadership team

**Creatives Director**　　　　　　　　　　　　　　　　　　　**September 2020–Present**
*Friends of Children with Special Needs (FCSN) at UC Davis*
- Design flyers and infographics biweekly for club meetings and events and maintain club website
- Help plan and run general meetings for over 100 members as part of the leadership team
- Fundraised over $600 for FCSN and over $400 for internal club funds