Charisa Shin

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Education

Brown University
May 2022 / Providence, RI

B.A. Computer Science, Design Pathway

Object Oriented Programming, Data Structures and Algorithms, UI/UX, Entrepreneurship, Software Engineering

Skills

Development
Java, Python, C, HTML/CSS, Javascript, React, JQuery

Design
Photoshop, Illustrator, InDesign, XD, Figma, Balsamiq, InVision, proto.io, Sketch

UI/UX Processes
Prototyping & Wireframing
User-testing & Analysis
Design Research
Storyboarding & Personas
Web and Mobile Design

Interests

Non-fiction & bildungsroman books
Handmade stationery
Writing music
Hiking & running outdoors

Experience

Brown University Brazilian Studies • Lead Web Designer
May 2019 to Present / Providence, RI

- Design, develop, and maintain main website for the U.S. Observatory for Democracy in Brazil through Brown University's Portuguese and Brazilian studies department.
- Build membership categorization tool using Google Maps Javascript API and GeoJSON and redesign embedded Facebook news feed using HTML/CSS and React.
- Boost awareness of organization through launch of website at the 2019 Challenges to Brazilian Democracy Conference to increase website traffic by 300+ unique visits a day.

VISIONS Magazine • Lead Web Designer
Sep 2019 to Present / Providence, RI

- Design, build, and employ website for VISIONS magazine, a joint Brown-RISD literary publication that celebrates Asian/Asian-American identity.
- Implement QR scanning for extended pieces to connect between print and web publications.
- Illustrate graphical elements for website to promote accessibility for all user types and to showcase visual and thematic brand of the publication.

Design@Brown • Course Developer & Team Member
Sep 2019 to Present / Providence, RI

- Develop course materials and syllabus alongside team and faculty to launch course ENGN 0032: Intro to Design (to be held in Fall 2020) within Brown University's Engineering department.
- Design and assemble course labs to teach visual thinking, Adobe Photoshop/Illustrator, Solidworks, MATLAB, and Figma/Wireframing.
- Coordinate with Engineering department faculty to organize Faculty Mentorship Program to connect undergraduate students with design-focused mentors and increase design exposure among students.