Charisa Shin

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Education

Brown University
May 2022 / Providence, RI

B.A. Human-Centered Design

Object Oriented Programming, Data Structures and Algorithms, UI/UX, HCI Research, Cognition for Design

Rhode Island School of Design
Feb-May 2020 / Providence, RI

Cross-Registered in Industrial Design

Leadership

Design@Brown
Student-Facing Officer, Course Developer for ENGN 32 (Fall 2020 course)

Toolbox

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

Design
Photoshop, Illustrator, InDesign, XD, After Effects, Sketch, Figma, InVision, Balsamiq

Techniques
Ethnographic Interviews
Storyboarding & Personas
Prototyping & Wireframing
HCI & UX Research
User Testing & Analysis

Experience

UCLA HCI Lab / UI/UX Specialist & Undergraduate Researcher
December 2019 to Present / Los Angeles, CA

- Assisted Professor Xiang Chen in designing and developing Journey, an AI-assisted interactive journal that corrects cognitive distortions.
- Spearheaded design sprints for prototyping user-side and expert-side interfaces for conducting wizard-of-oz and A/B testing.

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

- Designed and developed website for the U.S. Observatory for Democracy in Brazil through Brown's Portuguese and Brazilian studies department. Achieved increase of 300+ unique daily visits.
- Built membership categorization tool using Google Maps Javascript API and GeoJSON and redesigned embedded Facebook news feed using HTML/CSS and React.

VISIONS Magazine / Lead Web Designer and Developer
Dec 2019 to Present / Providence, RI

- Designed, built, and employed website for VISIONS Magazine, a joint Brown-RISD literary publication that celebrates AAPI identities.
- Illustrated graphic elements for website to promote accessibility for all user types and to showcase visual and thematic brand of the publication.

Projects

Timelapse / User Research, Product Design
Integrated mobile and smartwatch app that tracks how time is allocated

- Synthesized user research results to construct information architecture.
- Produced high-fidelity mobile and smartwatch motion design demos.

Quirk / User Research, UI/UX Design
Mobile app that provides accessible Cognitive Behavioral Therapy

- Conducted user research to define active therapy and clinical needs.
- Iteratively prototyped interactive screens based on 4 rounds of usability tests to accomplish 100% completion rate.