

# Calvin Chen

University of Washington

chencal@uw.edu

206.434.9837

## WORK EXPERIENCE

### **Page/Student Assistant, Assistant at the Seattle Public Library**

July 2016 – Present | Seattle, WA

Sort, file and retrieve library materials and assisted with the organization of library materials. Provide services to patrons such as directory and technology assistance. Developed a working knowledge of the library including HORIZON program for SPL.

## PROJECTS

### **UX & Information Architecture, UX Designer**

December 2017 – March 2018 | UW

Take on the lead on user research & analysis. Research procedures include interviewing with stakeholders and coordinate with the information architect. Research is followed by user persona development and also UI design through wireframing and rapid prototyping. Researched and conducted competitive analysis to design interface for a class problem.

### **Data Visualization, R – Based Programming**

December 2017 – March 2018 | UW

Lead programmer for project. Gathered data and aggregate data to create a data visual for frequented crime rates in Washington state. Used ggplot and graphics to increase user engagement. Evaluated new content during process and fixed bugs when present. Special focused on p-hacking, making data found meaningful. Work with peers and communicate ideas to finalized design and display.

### **Client Side Web Development, WebDev**

Sept 2017 – December 2017 | UW

Learned and developed web features to create project surrounding foods. Used firebase to store user information and used React to create website for food recipes given groceries at home. Worked with peers and discussed design thinking practices for our overall project.

### **Visual Information Design, UX/UI Related**

March 2017 – June 2017 | UW

Immersed myself in turning information into images that are intuitive for audience. Researched different infographics and composed 5 different types of design displays. Recognized opportunities for conveying information and developed technical skills for producing visualization and learned fundamental design principles to make visualizations more attractive and effective.

## EDUCATION

### **BS in Informatics**

(Human-Computer Interaction & Information Architecture)

**University of Washington**

**3.4 GPA**

Seattle, WA

Sept 2016 - June 2020

## SKILLS

### **Design**

Sketching

Wireframes

Storyboarding

User flows

Rapid prototyping

Usability testing

User research

Content Strategy

UI/UX Design

Accessibility Design

Graphic Design

### **Tools**

Sketch

HTML/CSS/JavaScript

Adobe Creative Suite

Invision

Google Analytics

Tableau

R

## RECOGNITIONS

### **Honorable Mention:**

Springs Dean List

### **XBOT Robotics**

World Qualification & Best

Design Award

Engineering Excellency Award

### **Design for :**

User Experience

Brand Development

