Chia Amisola

https://chia.dev
Designing, developing, and nurturing
radical experiences for creators & communities.

☀ Light   ☾ Dark

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Figma: @chia

Education

Yale University (Expected 5.2022)
Computer Science & Art

Women in CS, User Experience Society,
WYBC Yale Radio, Yale Women's Center

Awards/Speaking

2020   National Science Club Month

2020   Adobe Design Circle Scholar
1 of 10 in Adobe's inaugural global design
fellowship for good.

2020   Palantir Women in Tech Scholar

2019   KPCB Design Fellow Finalist

2019   Speaker @ Grace Hopper Conf

2019   Speaker @ Grace Hopper Aus.

2018   Women of Silicon Valley Feature

2018   AnitaB.org Student of Vision,
Speaker @ GHC (audience: 20k+)
Grace Hopper Celebration Keynote Speaker

2018   Microsoft Imagine Cup, 3rd Place

Teleport
Intern to Associate
Product Designer
5.2020—10.2020

Designing for iOS, front-end eng, specs, & user research for early-stage. Own full end-to-end web, GTM/growth, customer exp, all non-mobile design, discovery areas. Also: UX writing, branding + design system, roadmapping, & community.

Works of Heart
Design Intern (P/T)
7.2020—

Research, consultancy, & design at a social impact studio. Designing pedagogy & front-end for Martial Law Museum, leading web & front-end on COVID response web experience.

LAB.PH
Product Design (P/T)
5.2020—

Experience design & product for a community authentication platform's MVP launch in Manila for gov to 1.7m Filipinos. Redesigning complete mobile experience & interfaces.

Rappler
Tech & Design Intern
6.2019—8.2019

Solo built newsroom documentation tool optimizing archival & collaboration for 60+ staff. Designed CMS, editor, & flows. Produced UI assets, held sprints & interviews, wrote spec & maintenance docs. Vue, Node, Wiki.js. Tech journalism work.

Twitter
#EarlyBird
5.2019

1 of 35 from 5,000+ in a week-long program. Designed early Quote Retweet & Profile QoL fixes, pitching to senior leaders.

Luminus, Yale Helix
Tech & Design (P/T)
8.2018—5.2019

Led end-to-end design & engineering in team of 8. Built MVP in <2 months, lowering time wasted in supply rooms by 75%. Hosted design sprints & guided 100+ user interviews.

Edukasyon.ph
Design Intern
4.2017—5.2017

Designed graphics, interfaces, & prototypes for >1m students Tracked product KPIs, & audited edtech market, manage projects, write specs. Increased conversion by 230%.

Communities

Developh
Founder & Director
6.2016—

Scaled nonprofit to impact 100,000+ in Asia for community of 1,500+. Lead cross-functional team of 42. Direct programs, accelerator, events (workshops, hackathons), and ventures.

Develop in-house initiatives with millions in reach for social impact. Co-lead 12 teams/nonprofits' ventures from ideation–market as national for-students accelerator. Analyze & advise Philippine startup ecosystem growth for schools and funds.

UX Society
Founder & President

Founded & lead Yale's only undergraduate design organization & consultancy. Construct curriculum, hold workshops, and serve 15+ clients around New Haven a semester on work from branding/identity to end-to-end redesigns.

Yale CCAM
Fellow

Youngest fellow building creative projects, exhibiting & holding workshops. Exploring VR, game dev, creative code.

Yale Women's Center
Public Relations

Manage projects & PR for 6,000+ constituents in New Haven. Produce content, print & digital graphics, & websites for 20+ resident orgs and the center working on issues of justice.

Yale Tsai CITY
Student Advisor

Directing entrepreneurship programming & advising student founders. Co-organized hackathon for 200+ students.

Selected Projects

Writing—100,000+ reads on product, tech, and prose. Medium & chias.blog.

No Student Left—Raising Php80k+ for Filipino students in need as tech should be a bridge, not a barrier.

Iboto.ph—Voter education platform growing to 3m+ engagements in 3 weeks. Lead product team of 25.

Technology.ph—Writing & producing a tech & culture digest for 600+ readers.

Indie Game Development—Net art and IF with over 5k plays, 3 exhibitions.

Batid—Citizen security & safety tools. Microsoft Imagine Cup Top 3.

Also: creative tools & webrings, reviving radio, & exploring the p2p web–chia.dev.

Tooling

Design—Adobe Creative Suite, Figma, Sketch, Framer/X, InVision, Principle

Code—HTML/CSS, JS/TypeScript, Vue, React, p5.js, SwiftUI, Unity, Ruby

I like to prototype in code, creating tangibly.