Chia Amisola

chia.design
chia.neocities.org
hello@chia.design

Creative technologist and net artist in radical pursuit of the web, words, & worlding by the systems that shape them.

View this resume in Light or Dark

Education

Yale University
05.2022

B.A. Computer Science and Art (Computing & the Arts)
Thesis: Engine.lol — Graduated with Distinction in the Major, Cum Laude

Work

Figma
Product Designer
Soon

Incoming New Grad Product Designer (Q3 2022)

websiteweb.site
Now

Website R&D for a more poetic, emotional, and interconnected web.

Other Internet
Now

Designing publishing for an applied internet research firm.

Kumu
Product Design Intern
10.2020—12.2021

Leading redesign of profile, economy/rewards & progression systems. Sole designer of minigame feature released to 100K streamers & 2M viewers monthly. Designed short video features for 500K MAU. Made fundraising deck for 10+ VC leads resulting in $15M Series B.

Spotify
Product Design Intern
06.2021—08.2021

Crafted and defined components & patterns for the Encore design system. Audited, inventoried, & designed new web component. Wrote documentation. Focus on l10n, a11y, internal tools, prototyping, & systems thinking.

Works of Heart
Design Intern
07.2020—10.2020

Research, content, & design at a social impact design studio. Co-created visual web novel with 3 other designers, focusing on product & prototyping. Wrote and designed modules and pedagogy for the Martial Law Museum.

Teleport
Product Design Intern
05.2020—10.2020

Co-designed iOS experience with senior designer. Led end-to-end design of website, customer experience, marketing, and social surface areas.

Communities & Projects

philippine.design

Documenting Filipino design history & long-form publishing

Developh
Founder

Community for mission-driven Filipino technologists. Engage 200K+ through programming annually, scaled organization to 2K members. Organize 60+ events & programs yearly, teach regular workshops. Lead development of campaigns & resources with 5M+ in total reach.

Khaenri'ah Lore Project
Founder

Genshin Impact's largest lore community. Scaled to 3K Discord, 11K followers, 150K+ sessions in <4 months organically. Developed design system, templates, website, bots, & databases (Discord.js/Notion API) used by team of of 25+ volunteers. Edited 50K+ words of content.

Speaking

2022

Sudler Prize (Yale College's Top Arts Prize), Kleiner Perkins Design Fellow

2021

UX+ Conference Speaker, Processing Fdtn Fellow, QBO Fellow

2020

Adobe Design Circle Scholar, Palantir Women in Tech Scholar, UXPH Conference Speaker, CCAM Studio Fellow

2019 & before

Grace Hopper Conference Keynote Speaker, Grace Hopper Australia Speaker, Microsoft Imagine Cup 3rd Place

Tooling & Interests

Design

Photoshop, Figma, Framer, Sketch, XD, InDesign, Illustrator, Origami

Code

HTML/CSS/SASS, JS/TypeScript, Vue, p5.js, SwiftUI. Prototyping in code (HTML/JS). Token engineering. MEVN. JavaScript API design.

Between

Product, documentation, DesignOps, organizational development

Interests

Worldbuilding, creative tooling, archives, media archaeology, speculative & systems design, ambience, sound design, durational art