Chia Amisola chia.design Creative technologist & writer in radical pursuit of the web, hello@chia.design words, & worlding by the systems that shape them. View this resume in Light or Dark Education Yale University B.A. Computer Science and Art Expected 05.2022 Thesis: Web Engine for Worlding Kumu Leading redesign of profile, economy/rewards & progression systems. Sole Work **Product Design Intern** designer of minigame feature released to 100K streamers & 2M viewers 10.2020 monthly. Designed short video features for 500K MAU. Made fundraising deck for 10+ VC leads resulting in \$15M Series B. Spotify Crafted and defined components & patterns for the Encore design system. Product Design Intern Audited, inventoried, & designed new web component. Wrote documentation. 06.2021—08.2021 Focus on I10n, a11y, internal tools, prototyping, & systems thinking. Works of Heart Research, content, & design at a social impact design studio. Co-created visual web novel with 3 other designers, focusing on product & prototyping. Design Intern 07.2020—10.2020 Wrote and designed modules and pedagogy for the Martial Law Museum. Teleport Co-designed iOS experience with senior designer. Led end-to-end design **Product Design Intern** of website, customer experience, marketing, and social surface areas. 05.2020—10.2020 Developh Community for mission-driven Filipino technologists. Engage 200K+ **Communities** Founder 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 Genshin Impact's largest lore community. Scaled to 3K Discord, 11K Founder 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. Design at Yale Teaching at Yale's undergraduate design community of 50+. Lead Studio Founder & President team, mentoring designers and serving New Haven startups & nonprofits. 2021 Speaking

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 Design Photoshop, Figma, Framer, Sketch, XD, InDesign, Illustrator, Origami & Interests

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,

automated workflows, Webflow, CleverTap, Amplitude, basic SQL

Research Interests Worldbuilding, creative tooling, speculative & systems design, organizational development, archival, mapmaking, P2P web