

CHRISTINE LAO

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WEBSITE: chlao.github.io

RELEVANT COURSEWORK

Introduction to Human Computer Interaction

- Created a web application that organizes retail store sales based on subscriptions in a team of three
- Applied principles for designing, implementing, and evaluating user interfaces including the use of storyboards, prototyping, and A/B testing
- Utilized classroom-learned skills in **HTML, CSS, AJAX, Javascript, jQuery, git**, node.js and JSON to implement the design and functionality of the web application

Web Client Languages

- Implemented a web application that allows users to keep track of their habits, in a team of five
- Learned principles of UX design, best-practices, **HTTP** trade-offs, and security in front-end development

Information Architecture

- Evaluate and redesign the navigation for a college website by performing a competitive analysis and creating personas and use cases from interviews

EDUCATION

University of California, San Diego
Bachelor of Science, Computer Engineering
Expected Graduation: June 2016
GPA: 3.59

EXPERIENCE

Web Developer

July 2015 - present

CardKive - mycardkive.com

- Designing and developing a website for a startup creating a mobile and web application allowing users to maintain a digital archive of holiday cards
- Designing and creating infographics and icons
- Collaborating with other members of the team, obtaining and providing feedback on the look and usability of the website

Marketing Graphic Design Intern

Jan 2016 - March 2016

Yolux, Inc.

- Conducting research on how to effectively improve marketing results by utilizing design skills
- Performing all design related work including marketing materials and company website

Tutor, Probability and Statistics

Oct 2015 - Dec 2015

UCSD CSE Department

- Guide students through the class material so that they can better learn and are better equipped to do class assignments

Lab Researcher, HCI Mobile Lab

July 2015 - Aug 2015

National Taiwan University (NTU)

- Researched mobile virtual reality and its applications such as gaming, tours in museums, etc.
- Integrated Project Tango and the Durovis Dive headset in Unity with goals to generate a virtual environment without a 3D modeling tool
- Processed point cloud data obtained from Project Tango using segmentation to organize the environment by semantic mapping, allowing the device to learn

Web Admin

March 2014 - June 2014

Center for Comparative Immigration Studies at UCSD

- Updated the organization website with recent publications and events using **WordPress**

ACTIVITIES AND INTERESTS

Artist

April 2016 - present

Recycool

- Create a game that teaches young children how and why they should recycle
- Brainstorm ideas that will engage and teach children
- Design graphics that will be used in the game

Mentee

Jan 2016 - present

a16z Generation Design Mentorship Program

- Connect with and learn from a designer from a leading tech startups within the a16z portfolio

Research Assistant

Jan 2015 - Oct 2015

Computational & Cognitive Neuroscience Lab

- Ran experiments, ensuring subjects had a good understanding of the experiment at hand
- Contributed to **MATLAB** programs used as the basis for lab experiments involving human behavior and statistical modeling

SKILLS



Ps

Axure

C/C++

Java

SQL

CSS

JavaScript

HTML