

CHRISTIE CHANG

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA | 2015-2019

B.S. in **Information Systems**

Minors: **Human-Computer Interaction**
and **Engineering** Studies

GPA: 3.72 / 4.0

SKILLS

Programming

Java, Python, HTML, CSS,
JavaScript, Arduino

Tools

Photoshop, Illustrator, InDesign,
Dreamweaver, SolidWorks,
Sketching/Drawing

COURSEWORK

Mobile Web Design and Development,
Intro to Data Structures, Accessibility:
Building Future User Interfaces,
Fundamentals of Programming & C.S.,
Interaction Design Overview, Rapid
Prototype Design, Humanoids

INVOLVEMENT

Chief Officer of Collaboration

Student Body Cabinet, Carnegie Mellon

- Focusing on increasing interdisciplinary collaboration and student project ventures

Vice President of Communications and Greek Sing Chair

Delta Gamma Beta Nu, Carnegie Mellon

- Set designer and manager for musical, part of the Greek Sing Fundraising Event

Orientation Leader

previously Orientation Counselor (2016)

- Help with coordination of staff and ensure that first-years have a smooth, fun transition during orientation week

Design and PR Manager (2016)

Soundbytes A Cappella, Carnegie Mellon

- Designed posters and FB covers for upcoming concerts

EXPERIENCE

Web Development & UX Design Intern, ComYoot

Pittsburgh, PA | Current (since September 1)

- Working to improve website, including interface design, layout, images, and overall message the company aims to convey
- Conducting competitive analysis and user studies to collect benchmark research

HCI Research Intern, Human-Computer Interaction Institute

Pittsburgh, PA | Spring and Summer 2016

- Worked in Java to analyze and organize data files that show aggressive and non-aggressive driving habits. Files are used in driving simulation app that depicts these behaviors.
- Ran user-studies with app and analyzed results to see if users can distinguish aggressive from non-aggressive driving

PROJECTS

Designing Mobile Information Systems, Interaction Design Course

Illustrator, InDesign, InVision, Wireframing, Prototyping, Research, UX Design

- Designed a mobile app that facilitates communication between customers and home-service providers (technicians, mechanics)
- Conducted interviews for both home-service customers and technicians as well as usability testing for the app

Dashboard Design, Interaction Design Course

Illustrator, After-Effects

- Designed a dashboard (single, non-scrolling interface with simple animations allowing viewer to process and understand information at a glance) that displays critical road signs for PennDOT officials

Capture & Create: Sketch Editing Program, 15-112 Course

Python, Open-Source Computer Vision

- Created a program that allows users to capture drawings via webcam as well as edit and add to their drawings. With the computer vision technology, users have the capability of combining sketches that were originally drawn separately
- Link: <https://www.youtube.com/watch?v=PwKq9FdEJ1M&t=8s>

ACHIEVEMENTS

Published Academic Paper

Co-author of "Leveraging Human Routine Models to Detect and Generate Human Behaviors." Published in *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems* (CHI '17). [25% acceptance rate]

Dean's List

Spring 2017, Fall 2016