

# Christie Chang

UX + UI Designer. Coder.

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## EDUCATION

### Carnegie Mellon University

Class of 2019

B.S. in **Information Systems**

Minors: Human-Computer Interaction  
+ Engineering Studies

GPA: 3.81 / 4.0

Dean's List: Fall 2016 - Spring 2018

## SKILLS

### Design

User Research, Affinity Diagramming,  
Sketching, Wireframing, UI Design,  
Sketch, Adobe Creative Suite

### Programming

Ruby on Rails, SQL/MongoDB,  
Python, Java, HTML/CSS/Javascript

## ACTIVITIES

### Head Orientation Counselor

2018 – Planned CMU's first-year  
orientation program, including hiring  
the orientation staff + planning events.

### Student Leader Advisory Council

2018 – Advised CMU's senior  
leadership in transforming the student  
experience.

### Vice President of Communication, Honor Board Member

2017 | 2018 – Delta Gamma Fraternity

### Chief Officer of Collaboration

2017 – Student Body Cabinet Member.  
Focused on increasing interdisciplinary  
collaboration + student project  
ventures.

### Teaching Assistant

2018 – Web Design + Development.  
2017 – Physics 1 for Engineers.

## EXPERIENCE

### Apple–UX Intern

Summer 2018 | Cupertino, CA

Conducted user research and affinity diagramming.  
Formulated archetypes and translated research findings  
into meaningful design decisions. Created wireframes  
and prototyped.

### FlexibleCare–UI Designer

Winter 2018 | New York, NY

Created designs for a software system that provides  
popup childcare for working parents.

### ComYoot–Web Developer & UX Design Intern

Fall 2017 | Pittsburgh PA

Conducted user studies and competitive analysis,  
created wireframes, and developed the startup's  
website, including code and visual design elements.

### HCI Institute, Carnegie Mellon–Research Intern

Summer 2016 | Pittsburgh, PA

Created Java program that supported data files for a  
driving simulation app that aimed to improve human  
driving habits. Tested app by running user studies.

## PROJECTS & COURSES

### Designing Human Centered Software Course

Spring 2018

Had four projects where each started out with a  
poorly designed game. Brainstormed, designed,  
iterated, and tested changes made on the game to  
improve experience and performance.

### Ruby on Rails Project

Spring 2018

Course: Application Design and Development  
Designed and did full-stack development for a chess  
camp website.

### Collaboration Website

Fall 2017

Course: Mobile Web Design and Development  
Designed and implemented website that promoted  
campus collaboration and entrepreneurship.