



COLIN TIANYING CHEN

UX & GRAPHIC DESIGNER

Education

Sept. 2015 - May. 2017
University of Michigan
Ann Arbor, MI

M.S. in Information
GPA: N/A

Sept. 2011 - May. 2014
University of Washington
Seattle, WA

B.S. in Psychology
Summa Cum Laude (0.5%)
GPA: 3.96/4.0

Experience

Sept. 2015 - Present
T-1000 Systems Inc
Bellevue, WA

Lead UX Engineer

- Graphic design and evaluate product in development.
- Creation of wireframes and page mock-ups for website and UX projects.

Jul. 2014 - Jun. 2015
Behavioral Research and Therapy Clinics
Seattle, WA

Data Coordinator

- Managed database for research study and provided report and analysis on data collected.
- Supervised and trained a team of about 10 students each quarter in data entry and administrative tasks.

Dec. 2013 - Jun. 2015
Behavioral Research and Therapy Clinics
Seattle, WA

Project Coordinator

- Collected, analyzed data and generated reports for therapy trainings.
- Developed web-based tools for disseminating class materials as well as evaluation measures.
- Developed evaluation measures on implementation status.
- Trained and supervised students in preparation and collection of training materials.

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Projects

UX Designer - App Design | Client: PixUp
Sept. 2015 - Present

- Worked on UX research, UI design and interaction design in a team of 5 members.
- Completed persona, storyboard, comparative analysis, graphic design and app mock-ups in progress.

UX Designer - App Design | Project: Mend
Oct. 2015 - Present

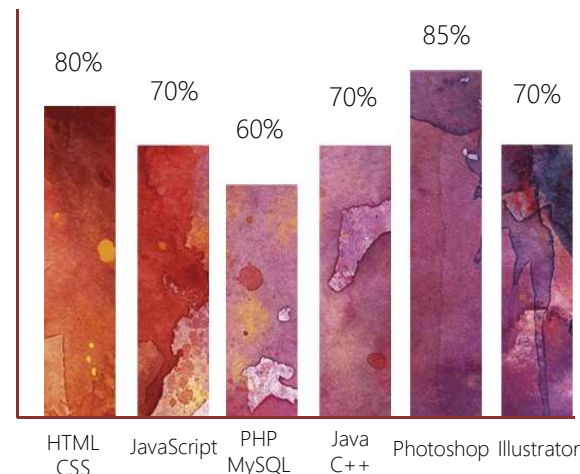
- Design and develop application for population with mental disorders through UX research in a team of 4 members.
- Responsible for UX & UI development and interaction design.

Courses

- Design of Complex Webiste
- Database Application Design
- Graphic Design
- Theories in Social Psychology
- Advanced Seminar in Quantitative Methods

Skills

Programming & Software



UX Methods and Skills

- Interview
- Personas & Scenarios
- Survey
- Usability Test
- Heuristic Evaluation
- Interaction Map
- Flow Chart
- Storyboarding
- Prototyping
- Wireframing