

ELIZABETH CHEN

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EDUCATION

Wellesley College, Wellesley, MA | GPA: 3.8

Aug 2020 – May 2024

*B.A. in **Cognitive and Linguistic Sciences (Computer Science Concentration) and French***

Relevant Coursework: Algorithms, Artificial Intelligence, Combinatorics and Graph Theory, Data Structures, Front-End Web Development, Human Computer Interaction, Probability, Social Computing, Statistics and Data Analysis

Massachusetts Institute of Technology, Cambridge, MA | Cross-Registered

Sep 2022 – Dec 2022

Relevant Coursework: Machine Learning

SKILLS

- Figma, Canva, Adobe Creative Suite (InDesign, Photoshop, Illustrator), Microsoft PowerPoint, Balsamiq
- Python (pandas, PyTorch, NumPy), HTML/CSS, JS/jQuery, Bootstrap, Node.js, Java, Git, R, Firebase, Unix/Linux
- Full-Stack Web Development, Object Oriented Programming, UI/UX Design, User Research
- Experimental Design, Data Analysis, Data Cleaning, Data Processing, Large Language Models, Microsoft Excel
- Native in Mandarin Chinese, Proficient in French

PROJECTS

Wellesley Asks Nico: Social Computing with Artificial Intelligence

Jan 2024 – May 2024

Full-Stack Web Development

- Developed a Q&A-based social platform for Wellesley students with elements of human-AI collaboration by following an iterative design process with paper wireframes and multiple user evaluation sessions. The final website is fully functional, with the front end coded in HTML, CSS, and JavaScript and the back end hosted on Firebase.

The Good Place: App Design for Good Health and Well-Being

Sep 2023 – Dec 2023

User Experience Design

- Designed a mobile app to facilitate access to mental health resources for Wellesley students. Following an iterative design process, we created paper storyboards, interactive wireframes, and both low-fidelity and high-fidelity prototypes in Figma, implementing Gestalt and usability principles as well as user feedback from 12 testing sessions.

WORK EXPERIENCE

Research Assistant, Wellesley HCI Lab | Wellesley, MA

Oct 2023 – May 2024

- Developed a NodeJS-based web application using HTML, CSS, and JavaScript/jQuery for an interactive demonstration of AI-augmented “brainwriting” that was presented at the HAI-GEN Workshop at IUI 2024.
- Collected and processed electrodermal activity, electrocardiography, pupil-tracking, and Zoom video data for >10 test subjects to investigate the impact of on/off camera configurations in Zoom conferencing calls on participants’ creativity and performance.

Research Intern, USC Institute for Creative Technologies | Los Angeles, CA

May 2023 – Aug 2023

- Designed and conducted experiments to evaluate the effectiveness of synthetic data generated by large language models for training a character dialogue system.
- Cleaned and annotated several dialogue datasets in Excel and organized the datasets using the pandas library.
- Wrote Python scripts to generate and format 20k+ new synthetic data entries using OpenAI’s Chat Completions API.

Assistant Front-End Web Developer, Christina and Hans Breiter | Remote

Sep 2021 – Jan 2023

- Created a high-fidelity prototype for an interactive art tool to be embedded in a website using Figma and coded 2+ dynamic versions of the designs using HTML, CSS, and JavaScript/jQuery.
- Suggested UI and UX improvements to the employer’s website, editing the HTML & CSS for accessibility, usability, and visual appeal, following mobile-first design principles.

COMMUNITY ENGAGEMENT & LEADERSHIP

Tutor Recruitment & Community Building Chair, Chinatown Citizenship | Boston, MA

Feb 2021 – May 2024

- Recruited over 30 volunteer student tutors each semester from multiple college campuses (Harvard, MIT, Wellesley) to provide free English and adult naturalization classes for the Greater Boston Chinese community through social media campaigns and flyer advertising.
- Remotely supervised 3 to 4 classes per week and ran biweekly reflection meetings to discuss potential action plans for improving student and tutor experiences, facilitating communication between tutors and executive board members.
- Organized and facilitated at least 2 social events per semester to foster community among volunteer tutors.