EUNICE CHAN
ux designer + ux researcher

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EXPERIENCE

Marketing Intern
ArtPower, Sept 2018 - Present
- Created marketing collateral to promote all global artists using Adobe Illustrator, Photoshop, and InDesign
- Curated social digital content for all social media channels to increase performance ticket sales
- Spearheaded ArtPower style guide checklist to ensure brand consistency across all marketing collateral

CSE Summer Research Intern
UCSD Design Lab, June - Sept 2018
- Conducted competitive analysis on content management system alternatives and other user-generated content forums
- Analyzed the needs and pain points of 400 Amazon Mechanical Turk workers and created reports to enhance Turkopticon's usability
- Co-authored an extended abstract with Dr. Lilly Irani on the development of social computing tools using open source software

PROJECTS

Focus, UX Designer + Frontend Developer
Falll 2018
- Administered several user studies to understand what methods could improve student's productivity while ill
- Developed a desktop application that compels students to avoid distractions using a points based rewards system

VR Universe, User Experience Researcher
October 2017 - June 2018
- Built a VR portfolio to host past and future student creations of Triton XR, UCSD's VR student organization
- Designed the game tutorial and interactive search filter for easier freedom and flexibility to novice VR users

Design For America, Project Lead
Fall 2018 - Present
- Serving as a community partner and user liason to conduct focus groups with our stakeholders
- Facilitated user interviews and journey mapping with housing-insecure students to extract qualitative data for user research

EDUCATION

UC San Diego
B.S Cognitive Science
Sept 2016 - June 2020

SKILLS

Toolkit
HTML/CSS
JavaScript
Sketch
InDesign
Photoshop
Illustrator
Lightroom
inVision
Figma
Git/Github
Unity
Java
Jade

Design
Interaction Design
Rapid Prototyping
Usability Testing
Web Design
Journey Mapping
Wireframing
User Interviews
Storyboarding
Personas