

# 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

*Fall 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

### InfoPuppies, Frontend Developer

*April 2018*

- Developed a platform that allows medical professionals and animal rescue specialists safe access to a centralized medical information database
- Won 1st prize for "Excellence in Communication" at HackXX 2018 hackathon

## 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