

Grace Chau

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EDUCATION

Northeastern University, Boston, MA

Bachelor of Science Computer Science and Design, GPA 3.6/4.0

May 2028

Relevant Coursework: Elements of Visual Composition, Design Perspectives, Design: Process + Practices, Typographic Systems, Designing Interactive Experiences, Representational Drawing, Foundations of Game Design, Object-Oriented Design, Algorithms and Data, Public Speaking

Honors and Activities: Dean's List, Scout (Member), Northeastern Vietnamese Student Association (Member)

TECHNICAL SKILLS

Design Tools: Adobe Illustrator, Figma, Adobe InDesign, Adobe Lightroom

Programming Languages: Java, Racket, Python

Developer Tools: Git, IntelliJ, Eclipse, Processing, Visual Studio

PROJECT EXPERIENCE

UI and Level Designer, Planet Pesto, Tech. Stack: Adobe Illustrator

June 2025 – July 2025

- Created 4 UI assets in Adobe Illustrator and co-designed 4 platformer game levels through iterative design sprints for *Planet Pesto*, a Unity-based game developed for IndieCade's 2025 Climate Jam.
- Led weekly team meetings to brainstorm, draft, and refine level designs based on peer and play tester feedback.
- Achieved 14th place out of 34 entries in IndieCade's 2025 Climate Jam competition.

UX Researcher and Designer, Sleep Survey, Tech. Stack: Figma

March 2025 – April 2025

- Researched sleep-related stressors, including psychological factors and life changes, as well as the positive impact of sleep journaling on improving rest and overall well-being.
- Collaborated with a design team to wireframe and prototype a dream documentation and analysis app using Figma.
- Enhanced the prototype through three iteration cycles, integrating peer feedback and collaborative problem-solving to improve usability and design clarity.

Developer, Calendar Management Application, Tech. Stack: Java

May 2025 – June 2025

- Co-developed a multi-mode calendar management system in Java, featuring headless, interactive, and GUI interfaces built with MVC architecture.
- Implemented core features for managing multiple calendars, including event creation, editing, copying, and time zone support.
- Designed and built an interactive GUI to create, view, and edit events with optional metadata such as location, status, and description.

UX Researcher and Designer, GreenWay, Tech. Stack: Figma

February 2025 – March 2025

- Researched commuter pain points with Boston's MBTA Green Line, including delays, inconsistent train capacity, and navigation challenges within stations and surrounding areas.
- Collaborated with a design team to wireframe and prototype a mobile app in Figma aimed at improving wayfinding and delivering real-time service updates for riders.
- Iterated on the prototype through three feedback cycles, incorporating peer reviews and collaborative problem-solving to enhance usability and user experience.

WORK EXPERIENCE

Party Assistant, Jam Time, Norwood, MA

August 2021 – Present

- Greet and check in 40+ guests per day, delivering a welcoming experience and excellent customer service.
- Coordinate and delegate tasks among team members to efficiently set up, decorate, and reset the venue for multiple events each day.
- Prepare and organize food and beverages to ensure timely, accurate, and efficient service for guests.

Game Design Intern, IndieCade, Remote

June 2025 – July 2025

- Developed 4 polished UI elements and co-designed 4 game levels over a 7-week program as part of a 10-person interdisciplinary team, contributing to a climate-awareness game showcased in IndieCade's 2025 Climate Jam.
- Conducted research on climate change representation in games, media, and educational content to inform game design and project development decisions.