GRACE FAN

gracefan.me

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EDUCATION

TEXAS A&M UNIVERSITY
COLLEGE STATION, TX

BS Computer Science, May 2020
Art Minor//Digital Media Emphasis
Cumulative GPA: 3.88

SKILLS

Research
Prototyping, Wireframing, Surveying
Affinity Diagrams, Usability Testing

Design
XD, Figma, Sketch
Photoshop, Illustrator, InDesign
After Effects, Premiere Pro, Maya

Development
HTML + CSS, SCSS, JavaScript,
jQuery, C++, C#, Swift

HONOURS

Dwight Look College of Engineering
Honors Program Scholar

Grace Hopper Celebration
Scholarship

ConocoPhillips Industrial Affiliate
Program Scholarship

Aggies Invent Competition First
Place Finalist

Raymond H. Eubank '48 Family
Scholarship in Computer Science

EXPERIENCE

APPLIED COGNITIVE ERGONOMICS LAB
USER EXPERIENCE DESIGNER   Feb 2019 – Present

- Creating Apple Watch prototypes for a smart PTSD info system
- Refining prototype interactions and redesigning interface based on iterative usability tests with veterans
- Designing mockups to rebrand official laboratory website

TAMUHACK
CREATIVE DIRECTOR/CO-LEAD   Mar 2018 – Present

- Prototyping website in Figma, designing UI, and developing website content for Texas A&M's largest annual hackathon
- Mentoring new members in Adobe Creative Suite to aid in designing branding materials and upkeeping social media presence
- Developing pattern library for future designers of TAMUhack to use as guidelines to maintain consistent branding

SANDIA NATIONAL LABORATORIES
USER EXPERIENCE DESIGN INTERN   May – Aug 2018

- Developed high-fidelity prototypes in HTML and SASS to conduct usability tests for different content types
- Researched existing pattern libraries and typographic scales through online databases and eye-tracking studies

GOOGLE
CODEU STUDENT DEVELOPER   Feb – May 2018

- Collaborated with a team to design and build a web application using Java, JavaScript, HTML and CSS, leveraging Java servlets, AppEngine, and the Google Cloud Platform and APIs
- Contributed to Open Source software using Git, conducted code reviews, and extended an existing codebase

BITGRANGE
SOFTWARE TEAM LEADER   Sept 2017 – Mar 2018

- Worked on wireframing for an iOS application that uses microcontrollers to produce a smart hydroponics system
- Coded app functionalities, including transitions, animations, user login and authentication with Google Firebase and Swift and created graphics using Adobe Illustrator

NATIONAL SCIENCE FOUNDATION
I-CORPS SCHOLAR   June 2017 – Aug 2017

- Modelled digital prototypes for an educational tool using Swift
- Designed and presented engaging presentations to clientele to promote prototypes using InDesign