

# CHRIS CHEN

UX DESIGNER

**CHRISTOPHERCHEN.CC**

CHRISCHEN@GATECH.EDU  
323.698.4848  
LOS ANGELES | ATLANTA

## OBJECTIVE

I am interested in creating products and experiences that empower users. I hope to expand my academic background at a company that values user-centered design.

## SKILLS

### DESIGN

After Effects  
Illustrator  
InDesign  
Photoshop  
Sketch

### PROTOTYPE

Axure  
Balsamiq  
HTML/CSS/JS  
InVision  
Maya

### RESEARCH

A/B Testing  
Focus Groups  
Human Factors  
Usability Testing  
User Interviews

### UX METHODOLOGIES

Affinity Mapping  
Flows  
Mapping  
Task Analysis  
Wireframing

## EDUCATION

### MASTERS | INDUSTRIAL DESIGN, HCI FOCUS

GEORGIA TECH 2017 - 2020

### B.A. | POLITICAL SCIENCE

UC SANTA BARBARA 2013 - 2017

## EXPERIENCE

### GRADUATE RESEARCH ASSISTANT

GEORGIA TECH JAN 2019 - PRES.

- Worked with Dr. HyunJoo Oh to develop new possibilities for tangible interaction design while collaborating with materials science engineers.

### UX INTERN

CENTER FOR DELIBERATE INNOVATION AUG 2018 - PRES.

- Conducted design research for an online learning platform for startups, companies, and entrepreneurs.
- Designed educational materials that highlight salient cognitive biases to help companies grow.

### DESIGN RESEARCH ASSISTANT

UCSB MAT 2016 - 2017

- Researched and designed an interactive, autonomous drone system that responds to the environment.
- Built a physical localization system and sensor array and coded a system to transfer data to a centralized server.

### STAFF REPORTER

DAILY NEXUS 2014 - 2016

- Researched, reported, and authored features about local issues and events that relate to university students.
- Uncovered key issues and insights by interviewing key stakeholders from the UC system and the local Isla Vista community.

### PRODUCT DESIGN INTERN

SKYMOUSE 2012 - 2013

- Assisted in the design of Skymouse, a wireless, finger-tip controlled mouse alternative.
- Directed, produced, and edited promotional videos.
- Managed the running of a Kickstarter campaign that raised over \$40,000.