

Isha Chury

ichury@ucsc.edu ♦ (508) 736-9135 ♦ linkedin.com/in/isha-chury

EDUCATION

University of California Santa Cruz, Santa Cruz, CA
Bachelor of Science in Computer Science: Game Design

September 2021 – March 2025

GPA: 3.89/4.00 **Dean's Honor List:** 7 Quarters

Relevant Coursework: Human Centered Design Research, Creative Design Strategies, Accessible Design, Games as Technical Culture, Game Design Practicum

RESEARCH EXPERIENCE

Gratitude Undergraduate Research Assistant

August 2023 - Present

Tech4Good, University of California, Santa Cruz

- Assisted in conceptualizing various ideas for the Gratitude platform, and contributed to creating potential user flows across various web pages
- Contributed to the user interface design by incorporating insights gained from the previous research study alongside additional features such as ChatGPT integration for generating compatible recipient groups

Acculturative Game Design Undergraduate Research Assistant

January 2023 - March 2024

Assistive Sociotechnical Solutions for Individuals with Special Needs Using Technology (ASSIST) Lab, University of California, Santa Cruz

- Conducted qualitative coding of interviews to identify overarching themes and analyze data trends across diverse participants groups
- Designed and developed thematic maps to effectively visualize and communicate research findings, including recurring patterns, key insights, and anomalies highlighting unique participant experiences

Cosmic Cafe Undergraduate Research Assistant

November 2022 – Present

Assistive Sociotechnical Solutions for Individuals with Special Needs Using Technology (ASSIST) Lab, University of California, Santa Cruz

- Gained proficiency in Unity to navigate and make targeted improvements to the existing codebase, improving code structure and maintenance
- Contributed to ideation sessions, proposing mechanics and features to enhance gameplay and functionality, gradually scaling the user's difficulty level
- Assisted in the initial stages of academic paper development, noting the game's current mechanics and intended application

WORK & RELEVANT EXPERIENCE

SlugCents Financial Wellness Program Project Assistant

September 2023 - Present

Student Business Services, University of California, Santa Cruz

- Designed and implemented targeted social media campaigns to promote financial wellness resources to UCSC students, alumni, and affiliates, significantly increasing the number of followers and engagement on various social media platforms
- Assisted in planning the program's website, integrating diverse sets of resources and tools tailored to student needs, enhancing accessibility to financial resources and providing references for the user base

Group Tutor and Acting Teaching Assistant

Business Strategy and Information Systems, University of California, Santa Cruz

- Tutored and evaluated four student groups, providing comprehensive feedback on student performance and written assignments, including the development of a professional proposal for a digital platform
- Participated in TA meetings to review student progress, evaluate project proposals, and establish grading criteria for key project components, including overarching prototype design, thematic analysis, and prompt engineering

Assistant Lecturer

Eyecandy Film Journal Seminar, University of California, Santa Cruz

- Collaborated with organization members to design and present course lectures, activities, and workshops, teaching essential skills including InDesign and effective writing strategies to enhance the quality and coherence of student work
- Provided detailed feedback on student designs and written content, offering constructive suggestions for improvement and iterative development

PROJECTS

PetPrep

April 2024 – June 2024

User Experience for Interactive Media, University of California, Santa Cruz

- Designed a platform concept addressing a real-world challenge to raise awareness for animal shelters and adoption, including creating wireframes and iteratively refining them to develop a fully functional, user-tested prototype

EduConnect

January 2023 – March 2024

Human-Centered Design Research, University of California, Santa Cruz

- Developed wireframes and designed an interactive prototype aimed at facilitating communication between educators and parents, serving as a platform to allow educators to provide updates on the utilization of various STEM technologies in class projects, fostering collaboration and transparency between educators and parents

SKILLS

- **Software Programs:** Figma, AdobeXD, InDesign, Canva, HTML, CSS
- **Technical Skills:** Prototyping, Wireframing, Usability Testing, Interaction Design, Qualitative Coding
- **Social Media:** Instagram, Facebook

PROFESSIONAL, MEMBERSHIPS, HONORS, CERTIFICATES

- **Creative Tech Design, Member** September 2024 – Present
 - *Outreach Officer*
- **Co-Presenter: Higher Educational Financial Wellness Alliance (HEFWA)** May 2024
 - Formal presentation to 30 higher education professionals
- **Chancellor's Undergraduate Internship Program, Recipient** September 2023 – June 2024
- **AFCPE Money Management Essentials Certification, Recipient** December 2023
- **Southwest Airlines Professional Communications Certificate, Recipient** April 2021

REFERENCES

- **Sri Kurniawan** - Professor, Computational Media, UCSC
Relationship: Professor
1156 High Street Santa Cruz, CA 95064
(831) 459-1037 skurnia@ucsc.edu
- **Caitlin Stinneford** - Lecturer, Cowell College, UCSC
Relationship: Professor/CUIP Program Manager
1156 High Street Santa Cruz, CA 95064
(201) 264-9146 cstinnef@ucsc.edu
- **Tiffany Zachmeier** - Financial Literacy Coordinator, UCSC
Relationship: Mentor/Supervisor
1156 High Street Santa Cruz, CA 95064
(831) 345-4986 tzachmei@ucsc.edu