



MOBILE +1(908) 938-8752
EMAIL jessesong24@gmail.com
WEBSITE jessesong.io

EDUCATION

Carnegie Mellon University Pittsburgh, PA
Majors B.S Business Administration
Human-Computer Interaction (HCI)
GPA 3.59/4.00
Graduation May 2021

SKILLS

Software
Adobe Suite
HTML/CSS

PROJECTS

Gaveler

UX Designer | Jul 2019 - May 2019

- An app that holds judges accountable for their rulings by allowing users to express their opinions
- Conducted 1 on 1 user interviews, completed user journey mapping to understand problem
- Developed a list of user goals and iterated lo-fi and hi-fi prototypes to fit those goals
- Created a list of user tasks and led think-aloud protocols during user testing

Flow!

Product Designer | Nov 2018 - Dec 2018

- A stretching game with the goal of alleviating chronic pain before sleep
- Understood problem space through mind mapping and guerilla research
- Tested and iterated prototypes three times

EXPERIENCE

Dog and Rooster

Web Design Intern, San Diego, CA | Jun 2019 - Aug 2019

- Redesigned an in-house app after extensive background research, prototyping and testing
- Worked closely with front-end engineers to test and debug web and mobile responsiveness
- Created several home page and inside page mockups for clients such as the Emergency Climate Fund and the Aliene Getty Foundation

HCI Research, Artificial Intelligence Audio Games

Researcher, Pittsburgh, PA | Jan 2019 - May 2019

- Analyzing novel methods and systems to collect diverse sounds in the home
- Annotating and collecting sounds with strong labels to push large scale datasets to further AI development for companies Philips and Bosch
- Creating literature review of academic and industry sources, including a research paper to be published and presented at CHI conference

HCI Education Research, SCIPR Curiosity Tabletop Games

Researcher, Pittsburgh, PA | Sep 2018 - Dec 2018

- Used Illustrator to create a gameplay guide book for the educational game, "Outbreak," used by teachers to encourage question asking in middle school students