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## 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 Photoshop, Indesign, Illustrator  
Microsoft Office

### Relevant Courses

Cognitive Psychology  
Transformational Game Design Studio  
Principles of Computing  
Social Web

## ACTIVITIES

### CMU Alpha Kappa Psi

*Design chair*, Pittsburgh, PA | May 2018 - Dec 2019

- Designed and sold over 120 hats to generate more than \$1000 in funds
- Created promotional materials such as t-shirts, posters, business cards, Facebook frames and Facebook cover photos, bringing more than 50 students out to rush

## AWARDS

### Deloitte Undergraduate Case Competition

*2nd Place Team*, Pittsburgh, PA | Jan 2019

- Developed a creative, strategic plan using budget and market analysis for a company

## EXPERIENCE

### HCI Research, Artificial Intelligence Audio

#### Games

*Researcher*, Pittsburgh, PA | Jan 2019 - Current

- 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
- Designing an initial prototype for an audio game with the intention of collecting ambient noises

### Tepper School of Business, Advance Office

*Office Assistant*, Pittsburgh, PA | Jul 2018 - Current

- Inputs and organizes databases to keep records of alumni and Tepper sponsored events by using "Advance" software
- Facilitates correspondence with alumni via mailing letters
- Tracks expenses and finances for reimbursement

### 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
- Worked closely with research assistants and game designers to create a playable, final iteration of "Outbreak" to be used in classrooms