

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**

Adobe Suite HTML/CSS

# **PROJECTS**

#### Submeet

UX Designer | Sep 2019 - Oct 2019

- An app that eases the process of subletting for CMU students by using a match based algorithm
- Conducted 1 on 1 user interviews, completed user journey mapping to understand problem space
- Developed a list of user goals and it 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
- Presented final product at Philips in Pittsburgh

## **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 Alieen 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 Al 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