JASON CHEN

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I like to make things that delight the user when it comes to usability.

EDUCATION

Carnegie Mellon University
Pittsburgh, PA

Graudation | May 2017
B.S Information Systems
B.S Human Computer Interaction

GPA | 3.29
Dietrich College Dean's List with Honors (Spring 2014)

SKILLS

- React+Redux
- JavaScript
- HTML/CSS
- Ruby on Rails
- Illustrator/InDesign
- Photography

ACTIVITIES

Photography
- CMU Athletics
- The Thistle (photoeditor)
- Lunar Gala
- Freelance: Formals, Bhangra in the Burgh, Greek Sing, Dancers Symposium

StratRoulette
- Primary Designer
- Front-end Developer

RELEVANT EXPERIENCE

Software Engineer 1 | Intuit (Mountain View, CA)
August 2017 to Present

- Currently working as a React+Redux developer for Payments Onboarding for Quickbooks. Projects include DocUploader for ID verification for risk, Intuit Design Systems Accordion, and progressive/dynamic onboarding.

Software Engineering Intern | Intuit (Mountain View, CA)
June to August 2016

- Implemented an application of a test automation/integration suite for a data pipeline for Intuit Data Engineering and Analytics. Created components for preprocessing (data generation) and automation using java.

Web Designer | Rewynder (Pittsburgh, PA)
September 2015 to March 2016

- Designed and implemented the company webpage to showcase products as well as gather user interest.

Software Engineering Intern | Intuit (Mountain View, CA)
June to August 2015

- Created a UI/front end using AngularJS for the Data Parity tool used for the IDEA (Intuit Data Engineering and Analytics) team at Intuit. The front end was aimed towards increasing usability for the tool.

Web Designer for Jeff Bigham | CMU HCI (Pittsburgh, PA)
January to May 2015

- Redesigned the user interface for the web app called Legion: CHORUS, a research project aimed to help users ask questions and receive answers from crowd computing via chat box.

COURSEWORK

Information Systems
Software Development Project; Application Development; Database Design and Fundamentals;

Computer Science
Principles of Imperative Computation, Introduction to Data Structures, Fundamentals of Programming and Computer Science

Human Computer Interaction
Interaction Design Studio; Programming Usable Interfaces; User Centered Desgin Research &Evaulation, Crowd Programming