

Jason Chen

Design Technologist @ San Francisco, CA

I am currently a Design Technologist with prior professional experience as a UI developer, and I enjoy helping build scalable systems by working at the intersection of design and code.

Info

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Carnegie Mellon University class of 2017
Pittsburgh, PA

B.S Information Systems (IS)
B.S Human Computer Interaction (HCI)

Work

Blend
Design Technologist
Feb 2019 - Present

Co-created, maintained, and contributed to the Alchemy design system, a unified component library used across Blend's multiple product lines.

Designed and built a variety of tools to help designers do their best work. Tools included Figma plugins, custom applications, documentation, and more.

Built multiple high fidelity prototypes of Blend's One Tap Mobile (OTM) experience for use in usability tests, sales demos, and in building exploratory experiences using FramerX, ProtoPie, and React.

StratRoulette
Designer & Software Engineer
Feb 2020 - Present

Designed StratRoulette's entire UI and experience from the ground up, powered by the Roulette design system. Created StratRoulette's brand identity and brand page.

Coded and shipped several full features in the application, as well as the majority of the Roulette Design System components.

Intuit
Software Engineer
Aug 2017 - Jan 2019

UI developer working with React + Redux on the Payments Onboarding experience for Quickbooks. Projects included DocUploader for ID verification/risk assessment and progressive/dynamic onboarding with Bolt, Quickbook's new design language.

Built and owned the Accordion component within the Intuit Design System, shared and used by several teams within the Quickbooks Payments and Payroll departments.

Intuit
Software Engineering Intern
Summer 2016 & Summer 2015

Implemented an application of a test automation/integration suite for a data pipeline for Intuit Data Engineering and Analytics (IDEA).

Built a new UI in Angular for the Data Parity tool, a previously headless internal tool used for automated data pipeline testing used by IDEA.

Skills & Hobbies

Design Tools

Figma, Sketch, FramerX, ProtoPie, Adobe Creative Suite

Programming & Prototyping

TypeScript, React + Redux, HTML/CSS/Javascript

Photography
Long live film!

Editorial: Lunar Gala '17, Ronin Division FW20, Ronin Division Face Mask (COVID-19), Ronin Division FW18
Sports Photographer for CMU Athletics (2 years)
Freelance photography: weddings, concerts, and more

Awards

Hackathons

Blend Hacks VIII
Intuit Intern Hackathon 2016