

Joyce Shen

joyceshen.me / joyceshen0@gmail.com

Passionate product designer with 2 years of experience conducting user research and designing engaging and strategic user experiences in collaborative environments. Team player with strong communication skills, outside-the-box ideas, and user-focused thinking.

Experience

UI/UX Design Co-op / U.S. Bank

August 2022 – Present / Atlanta, GA

Researched, designed, and tested emerging banking technologies under The Greenhouse Innovation Lab

Design Bootcamp Instructor / Bits of Good

June 2022 – Present / Atlanta, GA

Taught lectures, prepared curriculum, and provided individual guidance to product design learners

Design Intern / Roblox

May 2022 – August 2022 / San Mateo, CA

- Presented a short- and long-term design vision for collaboration in game creation, guided by findings from leading user interviews, surveys, usability tests, and stakeholder meetings
- Led design support for a new list view that was released to Roblox's 8+ million game creators

UX Design Intern / Lacework

May 2021 – August 2021 / San Jose, CA

- Redesigned a workflow for creating cloud security reports, to be used by thousands of security executives
- Overhauled Lacework's dark mode design system, ensuring compliance with accessibility standards

Product Designer / Bits of Good

January 2021 – Present / Atlanta, GA

- Collaborated in cross-functional teams to develop powerful web apps for nonprofits advancing social good
- Solutions have benefited children of incarcerated mothers, nonprofit leaders, and thousands of university students

Education

Georgia Institute of Technology / BS Computer Science

August 2019 – May 2023 / Atlanta, GA

4.0 GPA, Faculty Honors / Concentrations: People and Media

Skills

Design

UI Design
User Experience Design
User Research
Wireframing + Prototyping
Design Systems
Design Thinking
Digital Art

Tools

Figma
Sketch
Adobe XD
Adobe Photoshop
WordPress
Confluence
Asana

Code

JavaScript
React
HTML
CSS
Java
C
Python