JUAN RIOS

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education

New Jersey Institute of Technology

BS Human-computer Interaction Expected Graduation - 2018

GPA: 3.54

Specialization: Cognitive Design Minor - Computer Science

County College of Morris

Computer Science

experience

UPS · Applications Development Intern · Paramus, NJ

May 2017 - Current

Languages/Technology used: C#

• Summer 2017 Intern

Social Interaction Lab at NJIT · *Undergraduate Research Assistant* · Newark, NJ

Jan 2017 - Current

Languages/Technology used: Research methods and protocols, month-long study

Research the way physical robots and virtual bots play in communication via technology

AdamLouis · Web Design Intern · Madison, NJ

Nov 2014 - Jan 2015

Languages/Technology used: Wordpress, HTML, CSS, Javascript, Bootstrap

• Utilize my knowledge of UX principles, HTML, and CSS to create and manage websites for local businesses using Wordpress

projects

Food Qualitative Research - IS 375

Mar 2017 - May 2017

Methods Used: Surveying, Interviews, Proposal

Role: Project Manager

Team: Antonio Mistretta, Dorothy Chau

Description: Research on the process behind food buying decisions on campus using surveys and interviews and proposed design suggestions

Platforms VR - IT 485 Jan 2017 - May 2017

Tools/Software Used: Unity, Photoshop, VR UX

Role: Asset Designer

Team: Tanawat Huntakul, Carl Ravensbergen

Description: Virtual Reality game with an objective of reaching the end of the level while crossing a bunch of moving platforms

ConnectNJIT - IS 247 Sep 2016 - Dec 2016

Tools/Software Used: Axure

Role: Lead Designer

Team: Lester Dominguez, Rebecca Cortes, Rob Ukawuba, Lindsey Armour

Description: Implements a design for a recommendation system to help students connect and find clubs that are well recommended by their

peers

skills

Design	Research	Development	Software
User Experience Design	User Experience Research	Java	Sketch
Wireframing	Interviewing	Python	Axure
Interaction Design	Ethnography	C#	Illustrator
Web Design	Diary Studies	Web Development	Figma
Graphic Design	Surveying		

coursework

designing the user experience, usability and measuring ux (quantitative research), discovering user needs for ux (qualitative research), statistical methods, cognitive processes, design for virtual reality, cyberpsychology, engineering management, database design