

# Juan Rios

www.jsrios.com  
behance.net/juanri0s  
github.com/juanri0s  
jsr44@njit.edu

## Education

**New Jersey Institute of Technology** | Dec 2019

**BS/MS:** Human-computer Interaction **Minor:** Computer Science **GPA:** 3.54

## Experience

**United Parcel Service | Developer Intern | Summer 2017**

Designed and developed a proof of concept Android application to mobilize and create an on-demand solution for package exceptions

Created wireframes, mockups, and User Experience flow for the application and presented them to stakeholders until approved for development

Developed the application while meeting all deadlines and was approved for user testing and approval to move forward with the application

**NJIT** | Undergraduate Research Assistant | Spring 2017

Specialized in Human-computer Interaction research

Created and ran a lab study to measure the relationships between temperature and human-robot interaction

**AdamLouis** | Web Design Intern | Winter 2016

Sketched wireframes and designed websites for client rebranding

Used HTML/CSS to convert website wireframes to full mockups

Held meetings with clients to discuss deliverables and business cases

## Projects

**PlatformsVR** | IT475

Used Unity3D and C# to design and build a virtual reality game with an objective of moving from platform-to-platform and avoiding obstacles to reach the goal

## Skills

**User Interface/ Uer Experience**

Sketch, Figma, Axure, wireframes, prototypes, storyboards, interviews, surveys, personas, user testing

**Development**

Java, C#, Python, Javascript, Angular4, Android Development, Xamarin Development, HTML/CSS

## Awards

**UPS Hackathon** | DeliVR | Cutting Edge Award

Used Unity3D and C# to design and build a virtual reality game to replace the current 2D sort-certification game in hopes of improving and optimizing employee training