Juan Rios

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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 approved for pilot application

NJIT | Undergraduate Research Assistant | Spring 2017

Specialized in Human-computer Interaction research
Created and ran a lab study to measure the relationship 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/ User 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