

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