

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

- Conducted research on how people interact with a chatbot that involved haptics
- Ran experiment with human subjects and contributed to overall literature review

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