# Kara A. Chen

# **UI/UX** Designer

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### Education

UC San Diego | June 2021 Major Cognitive Science Design and Interaction Minor Communication

### **Tools**

Figma Photoshop Illustrator Indesign

# Languages

HTML/ CSS Javascript

### **Skills**

Needfinding
User Research
Storyboarding
Wireframing
Prototyping

# **Projects**

### UI/UX Designer Video Game Devlopment Club

Oct 2019 - Present

Designed UI elements implemented in games; Created pixelated art sprites and components; Colaborated with coders to develop and improve game UX; Redeisgned and created wireframes for website; Helping to devlop HTML/CSS code.

#### UI/UX Designer Fraise

Jan 2020 - Mar 2020

Designed mobile web application for learning French with a team of two; Conducted needfinding and user research for ideation; Created paper and digital prototypes for user testing; Developed and edited HTML/CSS/JS code with Bootstrap library.

### **Current Coursework**

Civic Design DSGN 160

Jan 2020 - Mar 2020

Followed human-centered design process with user reseach, storyboarding, and prototyping to develop a solution to reduce anxiety during the use of autonomous vehicles.

### **Work Experience**

Sales Associate / Assistant UCSD Bookstore

Mar 2018 - Present

Provided transaction services to customers; Handled incoming shipments of merchandise; Utilized RATEX inventory management program; Quality assurance; Defect reports.