TRAY CHEN

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EDUCATION

Stanford University, B.S. in Design, AI + Digital User Experience Methods Track · Expected 2028

- **Relevant Coursework:** Introduction to Design, Visual Thinking/Frontiers, Computer Organization and Systems, Programming Methodology/Abstractions, Coding for Social Good
- Minor in Creative Writing

EXPERIENCE

Product Design Associate · June 2025 - Present
Quantum AI Institute (QAI) · *San Francisco, CA*

- Designed and produced sponsor decks presented to partners/backers, contributing to QAI's successful fundraising efforts
- Shipped branded digital assets (LinkedIn graphics, event banners, and style guidelines) establishing QAI's visual identity and social presence. Built Notion backend platform to act as central hub for QAI members
- Evaluated AI tools, integrated Paradigm AI, improving spreadsheet data enrichment efficiency by 95%

Product Design Intern · May 2025 - Sept 2025
Second Time Founders (2TF) · *San Francisco, CA*

- Built the 2TF Notion Founder Directory by combining data management and UX principles. Shipped to the full Second Time Founder community, powering peer-to-peer networking and long-term founder relationships
- Managed research, founder interviews, and data architecture for 600+ entries, designing workflows for seamless integration into Notion

Student Designer · Summer 2023
Worldwide Youth in Science & Engineering Program at UIUC · *Champaign, IL*

- Applied human-centered design methodologies (empathy mapping, iterative prototyping, usability testing) to engineer a prototype projector for elderly users, improving accessibility and ease of use
- Presented design solutions and prototype outcomes to faculty at the Siebel Center for Design

Student Designer and Illustrator · Summer 2023
ArtCenter Entertainment Design Summer Intensive · (See Final Pitch Slides)

- Completed month-long, 70+ hours/week intensive focused on narrative design and iterative concept development
- Produced extensive research, story beats, and hundreds of visual iterations, developing a polished creative vision for an original animated series. Pitched the final concept to entertainment industry professionals

PROJECTS

Indie Game Dev · June 2024 - Present
Chiasma Team · (Watch Demo Video)

- Co-developing sci-fi visual novel "Watchtower 72" as one of two core developers, owning full development pipeline from concept art to code implementation, ensuring a cohesive technical and artistic vision
- Created the full visual system (UI components, typography, color palette, layout grids) to establish a cohesive retro-space aesthetic across menus and story screens

SKILLS

Tools	Figma, Canva, Miro, Framer, Adobe Creative Suite, Github, Blender
Programming Languages	HTML, CSS, Basic JS, Python, C++, C
Methods	Web Design/Development, Prototyping, Wireframing, User Research, UI Design