MADELINE HSIA

Designer and Developer

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EXPERIENCE

RecyCool
Project Manager & Designer • March 2016 - Present • San Diego, CA

• Project managed a team of 3 developers and 3 artists to develop an educational web game on Unity targeted towards elementary students.
• Created characters, animations, and designed game interface.
• Interviewed students and prototyped games before development.
• Product was showcased at the San Diego Design Forward conference and on the Jacobs School of Engineering newsletter.
• Currently debugging and polishing, but will be available soon at recy.cool

The Design Lab at UCSD
Design Research Intern • March 2016 - July 2016 • San Diego, CA

• Designed a research plan to bring design thinking to college campuses and match design students with industry partners.
• Conducted stakeholder interviews and created business models for students, San Diego startups, larger industry partners, and professors.
• Presented our user research to SAP's design team, my team is currentlycollaborating with SAP to prototype this initiative.

YS Entertainment
Production Team Intern • Summer 2014 • Taipei, Taiwan

• Designed show content (animation, scripts, costumes) for award winning Taiwanese variety show.
• Iterated on components based on analysis of viewer demographics.
• Monitored live show shootings and audience interactions.

UCSD Outback Adventures
Assistant Guide • April 2015 - December 2015 • San Diego, CA

Instructed kayaking and hiking trips. Tasks involved trip preparation, wilderness cooking, wilderness protocols, and wilderness First Aid/CPR.

PROJECTS

CoupleTones Geolocation Social App • Spring 2016
UI Designer & Developer

• Developed a geolocation Android application that notifies users when a partner leaves or visits a favorite location.
• Implemented the app full-stack with Firebase backend with 4 teammates.
• Designed the interface and created UI mockups.

Class Projects • Fall 2014 - Winter 2018

• Implemented an autocomplete function using a Multi-Way/TST (C++)
• Implemented the Huffman Algorithm to compress files (C++)
• Recreated 2048 puzzle game & GUI (Java, JUnit)

EDUCATION

University of California, San Diego

Fall 2014 - Fall 2018 (Expected)
B.S. Cognitive Science: Human-Computer Interaction
Major GPA: 3.4
Minor: Computer Science

COURSEWORK

Software Engineering
Interaction Design
Usability & Info. Architecture
Modelingt & Data Analysis
Advanced Data Structures
Object Oriented Design
Discrete Mathematics
Computer Organization
 & Systems Programming
Mathematics Algorithms
Software Tools & Techniques

SKILLS

Development

HTML, CSS
Java, C/C++
Terminal, Linux/Unix
Git, Agile Software Dev.
Android Studio

Design

Sketch
Invision
Adobe Illustrator
Adobe Photoshop
Design thinking
Needfinding
User research
Wireframes & Mockups
Prototyping

In Progress

Javascript
Node.js