#### CONTACT

(949) 812-1212

1334 Riverside Dr. Apt. 34 New York, NY 10033

## **EDUCATION**

## **EXPERIENCE**

#### **LANGUAGES**

Mandarin, Fluent

#### **OTHER**

Bass Player Orchestra && Jazz 2011-2018

Competitive Archer USA Archery 2011–2015 National Rank 2014 Licensed Coach

### SKILLS

# MICHELLE QUIN

MICHELLE. ALICE. QUIN@GMAIL. COM







## COLUMBIA UNIVERSITY IN THE CITY OF NEW YORK, NY AUG. 2019 - PRESENT

M.S. in Computer Science, M.S. in Journalism (Expected May 2021)

Coursework: 3D User Interfaces and Augmented Reality, Databases,

Artificial Intelligence, Natural Language Processing, Computer Graphics

#### WELLESLEY COLLEGE, WELLESLEY, MA SEPT. 2015 - JAN. 2019

B.A. in Computer Science, Minor in English

**Coursework Focus:** Human-Computer Interaction (HCI) and Front-End **Notable Project:** Designed and prototyped smart cup lids and paired bracelets to prevent drink tampering using tangible user interfaces **Study Abroad (2017-2018):** University of Oxford, UK, *Computer Science* 

#### INTERN, BERKMAN KLEIN CENTER, CAMBRIDGE, MA JUNE - AUG. 2018

UX research on anonymous photo sharing; designed and ran iterative user studies over WhatsApp, Google Forms and a self-developed app; analyzed over 200 collected photos, focusing on user habits, feedback and empathy

#### RESEARCH INTERN, NSF, OLDENBURG, GERMANY

JUNE - AUG. 2017

HCI research under Human–Machine Cooperation group at OFFIS institute; implemented a prototype integrating vibration feedback and eye–tracking; designed and ran user experiments to evaluate methods for danger alerts

# COLLABORATOR, SIGCHI SUMMER SCHOOL ON METHODS IN HCI, LODZ, POLAND, JULY 2017

Weeklong immersion in latest HCI methodology and technology; worked with PhD students to create interactive games, workshops and live demos

## PARTICIPANT, WHACK HACKATHON, WELLESLEY COLLEGE OCT. 2015 && FEB. 2017

Created a hand gesture-based ping pong game using Leap Motion, Maya and Unity (2015); made a political debate and education chat server (2017)

#### INTERN, LENOVO, SHANGHAI, CHINA

**JUNE - AUG. 2016** 

Researched competitors' interface designs and UX; led software trainings

## PARTICIPANT, CODESTELLATION HACKATHON, BRANDEIS UNIVERSITY, WALTHAM, MA, NOV. 2015

Created a multiplayer, keyboard-controlled video game using JavaScript

[JAVASCRIPT] [HTML/CSS] [JAVA] [PYTHON] [HASKELL] [C]
[R] [X86] [GIT] [MAX/MSP/JITTER] [ADOBE CREATIVE SUITE]
[AUTODESK MAYA/CAD] [HCI && UI/UX RESEARCH] [UI/UX DESIGN]