PHOEBE SOONG

UX Designer

CONTACT & LINKS

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EDUCATION

Carnegie Mellon University
Class of 2021 | Pittsburgh, PA
B.S. Cognitive Science
Concentration in Design
Minor in Human Computer Interaction

Lynbrook High SchoolClass of 2017
San Jose, CA

TOOLS SKILLS

- Interaction Design

- UI Design

- Sketching

- Prototyping

- Interviewing

- Journey Maps - User Flows

- User Research

Usability TestingWireframing

- Figma

- Illustrator

- Indesign

- Invision

- HTML5 - CSS

- 655

- JavaScript

- SML

- Swift

- C

- R

- Python

- DaVinci Resolve

- SPSS

COURSEWORK

- User-Centered Research and Evaluation
- Communication Design Fundamentals
- Service Design
- Human Experience in Design
- Learning in Humans and Machines
- Principles of Functional Programming
- Principles of Imperative Computation
- Programming Usable Interfaces
- Design of AI Products and Services
- Designing Human-Centered Software
- Applications of Cognitive Science
- Research Methods in Cognitive Science

LANGUAGES

- English
- Mandarin

WORK EXPERIENCE

UI/UX DESIGNER INTERN @ DATABRAIN

San Francisco, CA | June 2020 - February 2021

Worked on the rebranding of company mission through reassigning color schemes, selecting a new typeface, and re-envisioning logo. Prototyped and implemented a redesigned website and user interface that accounts for stakeholder goals. Worked with the engineering team to update existing functions and release new features.

UI/UX DESIGNER INTERN @ GAMETREE

Los Angeles, CA | July 2020 - October 2020

Designed and introduced dating feature incorporated into friend connection functionality. Consistently reported and addressed user feedback to design team. Worked with marketing team to improve App Store optimization through updating illustrations.

RESEARCH ASSISTANT @ CMU SMART SENSING FOR HUMANS LAB

Pittsburgh, PA | August 2019 - May 2020

Installed applications and monitored daily for bugs that arose during data collection process. Tracked depression and fatigue data from smartphone and wearable sensors of Multiple Sclerosis patients. Visualized a machine learning model that would increase efficiency of mental health intervention.

RESEARCH ASSISTANT @ CMU ELECTRICAL COMPUTER ENGINEERING

Pittsburgh, PA | January 2019 - May 2019

Processed data sets of vehicle images from security cameras throughout American cities, as well as from KITTI datasets to populate database with sample image mapping to vehicle models. Contributed to study of building machine learning algorithm that recognized and replicated simulated cars.

PROJECTS

CMU COVID-19 INNOVATION PROJECT

Pittsburgh, PA | June 2020 - August 2020

Led a team to build a contact tracing application that logged traveled locations by scanning QR codes in participating establishments and sent notifications regarding new cases. Designed UI for application and partook in usability testing with pilot subjects. Presented to CMU faculty and alumni and answered relevant questions.

GYM NET - CMU HACKATHON

Pittsburgh, PA | August 2019 - August 2019

Used Swift through XCode to implement a gym buddy matching mobile application through preference matching with other user inputs. Implemented Firebase to track a realtime database that allowed for uploading data into a cloud, scheduling meetings viewable to multiple users, and user chat functionality.

FUNDAMENTALS OF PROGRAMMING - BEATS.IO

Pittsburgh, PA | April 2018 - May 2018

Built variation of Agar.io with an AI boss and camera focus that centers a game object relative to user's mouse and utilized audio beat detection using a Pygame module to spawn game objects. Implemented object-oriented programming to achieve clean, modular code.

UNIVERSITY INVOLVEMENT

ASIAN STUDENTS ASSOCIATION

Pittsburgh, PA | August 2017 - Present

Non-positional authoritative role assisting various organizational events and public relations. Works with executive board and committees to implement plans for the general member body. Large social and professional influence over Asian American students across campus.