

Grace Joseph

Design + Development

Grace Joseph

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Skills

Technical HTML/CSS, C/C++, Java, Python, React, SQL, NoSQL, Ruby, R, Javascript, SML, Swift

Tools Figma, Adobe XD, Sketch, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, ZeroHeight, Jupyter Notebook, Canva, Procreate, Adobe LightRoom, Webflow, Editor X, Rasa, Microsoft Office, Google Suite

Methods Wireframing, Experience Prototyping, Semi-structured Interviews, ER Modeling, UML Diagramming, Affinity Diagramming, User Stories, Storyboarding, Think Aloud Study, Artifact Analysis, Agile Methodologies

Education

Carnegie Mellon University / B.S. in Information Systems

AUGUST 2019 - MAY 2023, Pittsburgh, PA

Current Coursework: Programming User Interfaces, Software Structure for User Interfaces, Communication Design Fundamentals, Mobile Application Design and Development, Designing Human-Centered Software

Past Coursework: Application Design and Development, User-Centered Research and Evaluation, Design for Climate Change, Integrated Product Conceptualization, Information Systems Milieux, Database Design and Development, Methods for Statistics and Data Science, Software Project Management, Principles of Imperative Computation, Introduction to Computer Systems, Reasoning with Data, Cognitive Psychology, Gadgets, Sensors, and Activity Recognition in HCI, Principles of Functional Programming, Concepts of Mathematics

Experience

WorkBoard / Accessibility Software Engineering + Design Intern

JUNE 2021 - PRESENT, Remote

Worked on remediating the WorkBoard help center to make it more accessible, establishing WorkBoard's design system on ZeroHeight, and developing an emoji picker component from scratch using React for WorkBoard's platform

ZUZLab / UI/UX Designer

FEBRUARY 2021 - PRESENT, Remote

Designing both the mobile and web platforms as well as all deployment material for a digital platform that increases availability of capital, especially to small and traditionally disadvantaged borrowers

Personalized Learning² / UI/UX Designer

SEPTEMBER 2021 - PRESENT, Remote

Designing the external site and web platform for an artificial intelligence learning software delivering personalized online learning

CMU Human-Computer Interaction Institute / Social AI Research Assistant

JUNE 2020 - MAY 2021, Remote

Worked on creating a retrieval action chatbot for the online mental health community 7cups using co-design strategies and their large chat datasets

Leadership

Big Straw Magazine Head Design Editor

CMU Mock Trial Captain + Tournament Director

ZUZLab UI/UX Designer

Portfolio

[portfolio link](#)