

# PHYLLIS FENG

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## EDUCATION

### Carnegie Mellon University

May 2025

*B.S. in Information Systems, Minor in Human-Computer Interaction*

*Dean's List with High Honors*

4.00/4.00

## SKILLS

**Tools:** Figma, Adobe XD, Adobe InDesign, Adobe Photoshop, Adobe Illustrator, VSCode, Eclipse, Jupyter Notebook

**Methods:** Wireframing, Prototyping, Ideation, Iterative Development, User Research, User Testing, Information Architecture

**Technical:** Python, Java, SQL, JavaScript, jQuery, CSS, HTML

## WORK EXPERIENCE

### re:Bloom Digital Agency | UI/UX Consultant

Summer 2022

- Designed and developed website for client to establish their brand identity
- Engaged with client to define project goals, outline user needs, give brand recommendations, and review detailed documentation of work
- Incorporated Search Engine Optimization, ADA requirements, and various business tools that contributed to a 196% month-over-month increase in page visits

### Affinity Magazine | Senior Staff Writer

Fall 2018 — Spring 2021

- Prepared, researched, and published 50+ articles on topics relevant to culture, the media, and politics
- Regularly appeared on the top 5 trending page and averaged 2,000-5,000 views per article

## EXTRACURRICULAR

### Design for America | Team Member

Fall 2022 – Present

- Collaborate with Human-Computer Interaction Institute to centralize and provide information about Carnegie Mellon research opportunities while making them discoverable
- Work within a team of 9 using human-centered design to explore problem spaces in finding research opportunities, identify key pain points, and build solutions

### Big Straw Magazine | Layout Designer

Fall 2021 – Present

- Assist in production of physical and digital issues, magazine themes, and articles; handed out 400+ issues to the Carnegie Mellon community
- Create article layouts that engage readers and are faithful to the theme of the articles
- Meet weekly with club members to discuss ongoing work and give feedback

### Meta Design Summit | Selected Student

Summer 2022 – Fall 2022

- Participate in programming events focused on teaching accessible design thinking, responsible innovation, project development, and other related topics
- Cultivate relationship with Product Design mentor to discuss career goals, craft portfolio, and explore product design

### Students Using Data for Social Good | Developer

Fall 2021 – Spring 2022

- Collaborated with local Pittsburgh organization Group Against Smog and Pollution to build an online educational tool for teaching the public about air quality patterns
- Worked within a team of 7 to ideate, plan, and develop product

## RELEVANT COURSEWORK AND PROJECTS

### Information and Grid Design

Fall 2022

- Prototyped three major experiences in Adobe XD by reimagining websites and articles, focusing on the interaction opportunities within manuscript grids, column grids, and manuscript grids
- Applied design principles, such as accessibility standards, typographic hierarchy, and spatial organization, to individual projects

### Fundamentals of Programming and Computer Science

Spring 2022

- Designed and developed an 800+ line program with interactive interfaces, machine learning, web scraping, and object-oriented programming
- Solved intensive problems using clear, robust code in Python

### Information Systems Milieux

Spring 2022

- Built web applications from scratch using HTML, CSS, and JavaScript
- Created wireframes and site maps, conducted user testing, and constructed user stories