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
3.94/4.00

SKILLS

Tools: Figma, Balsamiq, Adobe XD, Adobe InDesign, Adobe Photoshop, Adobe Illustrator, Microsoft Office, Google Suite
Methods: Brand Development, Iterative Design, User Research, User Testing, Information Architecture, Competitive Analysis
Technical: SEO, Ruby on Rails, Python, Java, SQL, JavaScript, jQuery, CSS, HTML

WORK EXPERIENCE

re:Bloom Digital Agency | *UI/UX Intern* — 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

Big Straw Magazine | *Lead Layout Designer & Co-President* — Fall 2021 – Present
- Manage creation of physical and digital issues, magazine themes, and articles; handed out 400+ issues to the Carnegie Mellon community
- Oversee and participate in designing article layouts that engage readers and communicate content effectively
- Spearhead weekly meetings with club members to discuss ongoing work and provide feedback

IBM Accelerate - Design Track | *Selected Student* — Present
- Apply fundamentals of UX, visual, and research design to emerging technologies in an intensive bootcamp program
- Network with peers and receive coaching from experts regarding industry skills and career paths

Design for America | *Team Designer* — Fall 2022 – Spring 2023
- 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

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

Application Design and Development	Spring 2023
Fundamentals of Programming and Computer Science	Spring 2022
Information Systems Milieux	Spring 2022
Information and Grid Design	Fall 2022