

# RYAN CHAMBERS

Interaction Designer in  
San Diego, CA

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## EDUCATION

### University of California San Diego

BS, Cognitive Science (2015-2019)

*Specialization in Human-Computer  
Interaction*

*Minor in Computer Science*

### Interaction Design Foundation

Member (2019 - Present)

## EXPERIENCE

### University of California San Diego

Banquet Server

*Apr 2019 - Present*

Student Lead

*Oct 2016 - Apr 2019*

Student Employee

*Oct 2015 - Oct 2016*

## TOOLS

### Software

Figma - Axure RP - Zeplin

Adobe Creative Suite

MS Office - Google Suite

### Programming

HTML - CSS - JavaScript - Java

Blockchain Technology - Unity

Git/Github - Unix Command Line

## SKILLS

User Centered Design

User Research - Usability Testing

Storyboarding - Affinity Diagramming

Rapid Prototyping - Wireframing

Interaction Design - Web Design

Heuristic Evaluation

Cognitive Ethnography

Customer Service

## PROJECTS

### Pepper Canyon Mobility Hub Designation (Speculative Design)

My group of designers and engineers underwent a twenty-four hour design process, competing with thirty other groups of our peers to propose a solution to transportation difficulties at UCSD. We competed as finalists. My roles: guerilla interviewing, rapid and iterative prototyping, and public speaking.

### Augmented Connection (Augmented Reality Application)

Alongside two PhD students and two other undergraduates, we developed an application to better connect patients and healthcare professionals of different native languages. Submitted as our final project for CSE 118: Ubiquitous Computing. My roles: needfinding, interaction design, user testing, and low to high fidelity prototyping.

### NeuroViz (Desktop Website)

Developed as a study aide for Cognitive Science students new to neuroscience. Submitted as my group's final project for COGS 121: HCI Programming Studio. My roles: paper prototyping, web development (HTML, CSS with Bootstrap, and JS with Node.js and jQuery), interaction design, and heuristic evaluation.