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 Employe
      Oct 2015 - Oct 2016

Albertsons
    Courtesy Clerk
      Aug 2013 - Aug 2015

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.