Ruby Chen
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// PROFICIENCY ////////

Knowledge
Interaction design, human-centered design, mobile UI design, prototyping, sketching, watercolor, stop motion animation

Programming
Arduino, Processing, Actionscript 3.0, HTML, PHP, CSS, javascript, C, Java, Android, iOS, Python

Software
Adobe Photoshop, Illustrator, Flash, Premiere, After Effect, Maya, Unity3D, Quartz Composer, Resolume Arena, Tilemill

Languages
English, Mandarin Chinese

// EDUCATION ////////

May, 14' EXPECTED

California Institute of the Arts
Art and Technology, MFA

June, 11'

National Taiwan University
Computer Science and Information Engineering, BS

// EXPERIENCE ////////

June – August, 13'
New York City, USA

Discovery Communication
Design Intern
Worked with mobile design team and web design team and focused on user interactions, wireframes, mock-ups for mobile apps and web. Collaborated with the multi-disciplined intern group to produce a comprehensive marketing and sales plan for the Investigation Discovery (ID) channel.

July, 12'
Taipei, Taiwan

OpenHCI Workshop
Instructor
Led a team of students in psychology, design and computer science to develop a human-computer interaction project from brainstorming, design to high fidelity prototype.

July, 11' – August, 12'
Taipei, Taiwan

Computer-aided Engineering Group Department of Civil Engineering, NTU
Research Assistant
Assisted Professor Shih-Chung (Jessy) Kang. Development and UI design of mobile device applications (Android and iOS) for disaster prevention information service. Concept development and prototypes for water information interactive digital games for high school students.

// ACTIVITIES ////////

President of Computer Science Camp
Chief of Public Relations of Student Council
Player of CSIE Girls Basketball Team
Soprano of Chinyun Chorus
Lifeguard of NTU Lifeguard
Tutor of math and physics

// PROJECTS ////////

Feb, 14'
California, USA

A Heavy Present
Mechanical installations, art exhibition
Media: Wood, Metal, Motor, iPod touch, Experiential design
A Heavy Present was my thesis exhibition about the educational environment in Taiwan and the effect on mother-daughter relationships. I built several mechanical installations and designed the entire viewing environment by considering the visual, spacial, sonic experience and even the food for the opening reception.

May, 13'
California, USA

Shall We Dance
Interactive installation
Media: Xbox Kinect, OpenFrameworks
Shall We Dance was an interactive projection of a dancer's shadow, which only continued dancing while audience imitated the dancer's gesture. Through the process, we found more possibility of interaction and communication through our bodies, just like dancing.

December, 12'
California, USA

Chip-quencer
Interactive installation
Media: Arduino, Photocell
Chip-quencer was a light-triggered rhythm sequencer, aiming at engaging audience's body movement with the pleasure of sound.

July, 11'
Taipei, Taiwan

MusicQ
Interaction design prototype
Media: Arduino, Photocell, LED, User testing
By redesigning the cart handle into a music keyboard, we transformed the experience of waiting in lines for cashier from tiresome annoyance into delightful anticipation.

June, 11'
Taipei, Taiwan

AIYA (Audio Image for Young Artists)
iPad app
Media: UI design, User testing
AIYA was a drawing tool that records user's drawing process and voice at the same time, which enables kids and their parents to share and store the process of developing creative storytelling and imagination.