


# REBECCA CHEN

rebeccaychen.com 

ryjchen@umich.edu 

@rebeccaychen 

## SKILLS

### UX

Interaction Design  
Empathy/Journey Mapping  
User Research  
Contextual Inquiry  
Sketching  
Wireframing  
Prototyping  
Visual Design  
Front-End Development  
Human Cognition

### SOFTWARE

Sketch  
Framer  
Photoshop  
Illustrator  
Adobe XD  
HTML 5 / CSS 3  
Python  
Microsoft Office Suite

### LANGUAGES

English  
Mandarin Chinese

## LEADERSHIP

### Founder, President

Multicultural, Community Service-  
Based Sorority (ΣΔΣ, Γ Chapter)

### Active Member

UMSI Leadership Series  
SOCHI at UMSI  
InfoGamers at UMSI

## EDUCATION

### UNIVERSITY OF MICHIGAN, SCHOOL OF INFORMATION | 2016-2018

Master of Science in Information GPA: 3.9  
Specializing in Human-Computer Interaction

### UNIVERSITY OF CALIFORNIA, IRVINE | 2011-2015

Cognitive Sciences, B.S. (Honors) GPA: 3.8  
Specialized in Computation  
Minor in Management

## EXPERIENCE

### UX Design Intern | Amazon - Marketplace | 2017 - 3 months

Seattle, Washington

- Deep-dived into Amazon's 3rd-party seller voice and created a detailed customer journey and empathy map
- Scoped the project based on the size of opportunity and highest impact that can be delivered in 3 months time
- Collaborated with PMs, UX Designers, UX Researchers, Business Analysts and others
- Delivered project successfully and received a full-time return offer

### Honors Thesis Researcher | Cognitive NeuroSystems Lab | 2014 - 2016

University of California, Irvine

- Implemented an honors thesis project under a mentor from start to finish
- Conducted human subjects research to study effects of visual simulation in a virtual environment on motion sickness and postural instability
- Analyzed large behavioral and stability data sets and formulated graphical outputs
- Defended thesis project "Perception of Gravity in a Rotating Virtual Environment" successfully in front of a panel of department faculties

## PROJECTS

### UX/ Product Designer | Muxem | 2017 - 3 months

- Designed an IoT system to augment the museum visiting experience through information access, user engagement, and wayfinding

### UX Researcher | DirecTV Now | 2017 - 3 months

- Evaluated DirecTV Now's web service system through an array of qualitative research methods to generate recommendations on ways to increase acquisition and improve retention rate

### UX / Interaction Designer | LINQ | 2017 - 3 months

- Proposed, scoped, researched, designed, and evaluated a design to help parents of children with Autism Spectrum Disorder monitor the progress and social behavioral changes

### UX / Interaction Designer | HoMe | 2016 - 3 months

- Framed a design problem, conducted competitive analysis, created personas, interviewed target users, and explored and refined a variety of solutions
- Prototyped a high-fidelity mobile app with 15+ interactions aimed to incentivize and teach students to cook

## AWARDS

UMSI Full Tuition Merit Scholarship (2016-2018)