


REBECCA CHEN

rebeccaychen.com 

ryjchen@umich.edu 

714.422.4116 

@rebeccaychen 

SKILLS

UX DESIGN

Human Centered Design
Interaction Design
Qualitative Research
Contextual Inquiry
Wireframing
Prototyping
Sketching
Visual Design
Human Cognition

SOFTWARE

Sketch
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: 4.0
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

PROJECTS

UX Researcher | DirecTV Now | 2017 - present

Conducting needs assessment and usability testing on DirecTV Now's web service
Evaluating results from an array of qualitative research methods to recommend to our client ways to increase acquisition and improve retention rate on their web platform

UX Researcher & Designer | Guardian Industries | 2017 - present

Designing practical applications for large-area, transparent touch-enabled (LATTE) glass in conference rooms to move Guardian into the tech-enabled glass manufacturing market
Using an iterative design process to implement the entire research and design cycle as the lead UX specialist working with a team of 4 software developers and 1 product manager

UX / Interaction Designer | HoMe | 2016 - 3 months

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

UX Consultant | Pillar Technology | 2016 - 3 months

Discovered and scoped client proposed scaling problems in their workspace
Interviewed principal stakeholders, observed office flow, and interpreted aggregated notes
Generated key findings and recommended low-cost, high-impact solutions

EXPERIENCE

Research Assistant | Cognitive NeuroSystems Lab | 2014 - 2016

University of California, Irvine

Reviewed and presented research literature in attention and visually induced motion sickness
Assisted with projects such as measuring physiological variables to distinguish arousal from effects of cybersickness in virtual environments

Honors Thesis Researcher | Cognitive NeuroSystems Lab | 2014 - 2015

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

AWARDS

UMSI Full Tuition Merit Scholarship (2016-2018)