REBECCA CHEN

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SKILLS

[UX/UI]
Interaction Design
Graphic Design
Wireframing
Prototyping
Sketching
Storyboarding
Usability Testing
Human Cognition
Research

[SOFTWARE]
Photoshop
Illustrator
Adobe XD
HTML 5
CSS 3
Python
Microsoft Office Suite

[LANGUAGE]
English (Fluent)
Mandarin Chinese (Fluent)

LEADERSHIP

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

Active Member
UMSI Leadership Series
SOCHI at UMSI
InfoGamers at UMSI

AWARDS

U of M School of Information Full Tuition Merit Scholarship

EXPERIENCE

2014 - 2016   Research Assistant | Cognitive NeuroSystems Lab
University of California, Irvine
- Reviewed and presented research literature in attention and visually induced motion sickness
- Implemented projects such as measuring physiological variables to distinguish arousal from effects of cybersickness in virtual environments

2014 - 2015   Honors Thesis Researcher | Cognitive NeuroSystems Lab
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 with MATLAB and SPSS
- Defended thesis project "Perception of Gravity in a Rotating Virtual Environment" successfully in front of department faculties

EDUCATION

2016-2018   UNIVERSITY OF MICHIGAN, SCHOOL OF INFORMATION
Master of Science in Information
Specializing in Human-Computer Interaction
GPA: 4.0
Relevant courses: Interaction Design, Graphic Design, Contextual Inquiry and Consulting Foundation, Fundamentals of Human Behavior, Design of Complex Websites, Needs Assessment & Usability Evaluation, Agile Project Management Methodologies, Python Programming

2011-2015   UNIVERSITY OF CALIFORNIA, IRVINE
Cognitive Sciences, B.S. (Honors)
Specialized in Computation
Minor in Management
GPA: 3.8

PROJECTS

2017   **Game User Researcher | IGDA GUR SIG**
SF, CA
- Technical Poster accepted for Game User Research Summit 2017
- "Use of Haptic Feedback in Games for Children Diagnosed with ASD"

2017   **UX/UI Designer | Guardian Industries**
Ann Arbor, MI
- Office Wall of the Future
- Tasked to create a library of interface/navigation commands for large-area, transparent touch-enabled (LATTE) glass in conference rooms
- Works with a team of 6 consisting of engineers, programmers, and experience designers

2016   **UX Designer | HoMe**
Ann Arbor, MI
- Prototyped an app aimed to incentivize and teach students to cook
- Framed problem, conducted competitive analysis, & created personas
- Interviewed target users
- Explored, formed, and refined a variety of solutions
- Created interactive low and high-fidelity prototypes

2016   **UX Consultant | Pillar Technology**
Ann Arbor, MI
- Discovered and scoped proposed scaling problems
- Interviewed principal stakeholders and observed office flow
- Interpreted interview notes and generated key findings
- Recommended low-cost, high-impact solutions