

# REBECCA CHEN

## UX/UI DESIGNER



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## SKILLS

### [ UX/UI DESIGN ]

Interaction Design  
Graphic Design  
Wireframing  
Prototyping  
Sketching  
Storyboarding  
Human Cognition & Research

### [ SOFTWARE ]

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

### [ LANGUAGE ]

English (Fluent)  
Mandarin Chinese (Fluent)  
Taiwanese (Conversational)

## LEADERSHIP

### Founder, President

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

### Active Member

UMSI Leadership Series  
SOCHI at UMSI  
InfoGamers at UMSI

## 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"
- 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

## AWARDS

- 2016-2018** U of M School of Information Full Tuition Merit Scholarship