

Shaun Latip

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EDUCATION

Brown University

Sept 2018 - Present | Providence, RI

B.A Computer Science focusing in Design, Minor in East Asian Studies. GPA 3.90, Graduating May 2023.

Coursework: UI/UX Design, Robotic Design & Development, Medical Anthropology, Visual Arts, Creative Writing

PROJECTS

Product Designer • Circular

Nov 2022

Designed web app for Circular, a Y Combinator '22 startup, providing users flexible access to consumer electronics. Crafted design system & interactive prototype, and conducted two rounds of UX research.

Product Designer • Explore Rhode Island

Oct 2022

Self-initiated redesign of website for public park information in RI. Completed cognitive walkthrough and task analysis research, prototyping in Figma, and developed an interactive website with HTML/CSS.

WORK EXPERIENCE

Design Researcher • Brown Language and Thought Lab

June - Sept 2022 | Providence, RI

- Iteratively designed virtual experiment setups and stimuli for online psychology behavioral studies.
- Recruited participants and reviewed papers to study thought, language development in children.
- Researched UX insights to inform designs by analyzing experiment results, recordings, and feedback.

UI/UX Developer • Castyr

Feb - June 2020 | Remote

- Deployed UI components from Figma designs using React, JavaScript & CSS.
- Prototyping interfaces and layouts for a social podcasting startup [featured on Product Hunt](#).
- Conducting UX research on podcasters across 12 university campuses to inform growth strategy.

Head Teaching Assistant • Brown Computer Science

Oct 2019 - July 2020 | Providence, RI

- Designed assignments, led a team of undergraduate assistants, and graded reports for class of 23.
- Designed course plan applying NLP, data science, and data visualization for social science research.

Mental Health Counselor • Project LETS

Sept 2021 - Present | Providence, RI

- Volunteering 1-1 mental health support for peers living with neurodiversity, trauma, and disability.
- Applying active listening, effective communication, and empathic understanding to support peers.

SKILLS

Design: Wireframing with Figma, Adobe Suite • Users flows • Style guides • Personas • Storyboarding • Usability testing • Interactive prototyping with HTML/CSS/JS/React • Illustration • Sketching

Research: A/B testing • Cognitive walkthroughs • Data analysis (SQL, Numpy) • Ethnographic research • Statistical analysis • Usability testing • Surveys • Task analysis • Heuristic evaluation • Affinity diagrams