

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, Data Science, Robotic Design & Development, Anthropology, Visual Arts, Creative Writing

PROJECTS

Product Designer • Circular

Nov 2022

Designed web platform for Y Combinator startup providing flexible access to consumer electronics. Provided clearer value proposition + call to action for new users, crafted a comprehensive platform for exploring and managing electronic products, and headed 2 rounds of user testing.

Product Designer • Explore Rhode Island

Oct 2022

Made public park website responsive and intuitive with redesign to help users access key info on the go. Ran cognitive walkthrough and task analysis research, Figma prototyping, and HTML/CSS development.

WORK EXPERIENCE

Design Researcher • Brown Language and Thought Lab

June - Sept 2022 | Providence, RI

- Iteratively designed virtual experiment setups and stimuli for 2 online psychology behavioral studies.
- Recruited participants and reviewed papers for 3 studies to study thought, language development.
- Researched UX insights to inform designs by analyzing results and recordings for 2 experiments.

UI/UX Developer • Castyr

Feb - June 2020 | Remote

- Developed 7 new React components using Figma designs for media playback, navigation, & browsing.
- Prototyping interfaces with a team of 8 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: Figma, Adobe Suite • Users flows • Personas • Storyboards • Wireframing • Scrappy prototyping

Qualitative methods: Ethnographic research • Usability testing • Task analysis • Heuristics • Surveys

Quantitative methods: Data analysis (SQL, Numpy, Pandas) • Statistical analysis • A/B testing • NLP

Frontend/Code: React.js • Next.js • JavaScript • HTML • CSS • Python • Java • C • Arduino