Di CHEN
UX / UI Design | Full Stack Development

sundychend.github.io
[+1] 607 379 4490
sundy.chendi@gmail.com

| EXPERIENCE

Cornell University
co-op with Intel
Ithaca, NY, U.S.
Nov 2017 - Present

User Research Assistant, Wearable
Conducting user experiments & user data analysis on wearable sensing projects at Cornell People-Aware Computing Lab.

Math & Movement
Ithaca, NY, U.S.
Nov 2017 - Present

UX Design Intern, Web UI
Optimising website information structure. Improving UI design & layout.

Microsoft Research
co-op with Cornell
Ithaca, NY, U.S.
Aug 2017 - Present

Graduate Student Product Designer
Designing & prototyping web based Augmented Reality platform for Microsoft MakeCode.

NUS HCI Lab
Singapore
May 2017 - Jul 2017

HCI Research Assistant, Mobile UI
Designing mobile based hands & eyes free conversational interfaces.

Thales Group
co-op with NUS
Singapore
Aug 2016 - Apr 2017

Computer Vision Undergraduate Researcher
Developing Computer Vision based human tracking & simulation system.

Goldman Sachs
Singapore
May 2016 - Jul 2016

Summer Analyst, Web UI
Designing & prototyping client-on-boarding website for Australian clients. Facilitating business automation process.

Autodesk
Singapore
Jan 2015 - May 2015

Software Engineer Intern, Web UI
Designing & prototyping enterprise licensing payload website. Assuring code quality for cloud licensing team. Following Scrum process.

| PUBLICATIONS

"EDITalk: Towards Mobile Eyes-free Word Processing" - CHI 2018

"Simulating Crowd Motion Using Density Estimation and Optical Flow" - Winter Simulation Conference 2017

| EDUCATION

Cornell University
Aug 2017 - May 2018
Master's Degree in Information Science (HCI & UX).

National University of Singapore
July 2013 - July 2017
Bachelor's Degree in Computer Science (Interactive Media). Honors with Distinction.

University of California, Berkeley
May 2015 - Aug 2015
Exchange Student in Computer Science

| SKILLS

Methods:
Low-High Fidelity Prototyping.
Persona.
Storyboarding.
Contextual Inquiry.
Rapid Prototyping.
Software Engineering.
Agile Developing.
Machine Learning.

Tools:
2D - Sketch, Principle, OmniGraffle, InVision, Adobe Photoshop.

3D - Fusion 360.

Programming:
C, C++, Java, Python, JavaScript, HTML, CSS, SQL.

Node.js, Vue.js.