Di CHEN
UX / UI Designer | Full Stack Development

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

| EXPERIENCE

Microsoft Research & Cornell University
Ithaca, NY, U.S.
Aug 2017 - Present

Graduate Student Product Designer
Worked on designing & prototyping web based Augmented Reality platform for Microsoft MakeCode.

NUS HCI Lab
Singapore
May 2017 - Jul 2017

HCI Research Assistant, Mobile UI
Worked on designing mobile based hands & eyes free conversational interfaces.

Thales Group
Singapore
Aug 2016 - Apr 2017

Undergraduate Researcher
Worked on Computer Vision based human tracking & simulation system.

Goldman Sachs
Singapore
May 2016 - Jul 2016

Technology Intern, Web UI
Worked on designing & prototyping client-on-boarding website for Australian clients. Facilitated business automation process.

Autodesk
Singapore
Jan 2015 - May 2015

Software Engineer Intern, Web UI
Worked on designing & prototyping enterprise licensing payload website. Facilitated code quality assurance for cloud licensing platform team. Followed Scrum process.

National University of Singapore
Singapore
2015 - 2017

Teaching Assistant
TA for CS3241 Computer Graphics; Student Advisor for CP3108B web development;

| PUBLICATIONS

"EDITalk: Towards Mobile Eyes-free Word Processing" - CHI 2018 (Under Reviewing)

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

| HONORS

Full Scholarship for International Undergraduates
2013, Ministry of Singapore

Student Term Project Showcase 2nd Price
2016, National University of Singapore

| 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 Development.
Machine Learning.

Tools:
2D - Sketch, InVision, Adobe Photoshop, Adobe Lightroom.

3D - Fusion 360.

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

Node.js, Vue.js.