

Chen Di

UX / UI Designer | Full Stack Development

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

| EXPERIENCE

Microsoft Research

Aug 2017 - Present

Graduate Student Product Designer

Worked on designing & prototyping augmented reality platform for Microsoft MakeCode.

NUS HCI Lab

May 2017 - Jul 2017

HCI Research Assistant

Worked on designing hands & eyes free conversational interfaces.

Goldman Sachs

May 2016 - Jul 2016

Technology Analyst Intern

Worked on designing & prototyping client-on-boarding website for Australian clients. Facilitated business automation process.

Autodesk

Jan 2015 - May 2015

Software Engineer Intern

Worked on designing & prototyping enterprise licensing payload website. Facilitated code quality assurance for cloud licensing platform team. Followed Scrum process.

National University of Singapore

2015 - 2017

Teaching Assistant

TA for CS3241 computer graphics and 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

2017 - 2018

Master's Degree in Information Science.

National University of Singapore

2013 - 2017

Bachelor's Degree in Computer Science.
Honors with Distinction.

University of California, Berkeley

2015 - 2015

Exchange Student in Electrical Engineering and Computer Science

| SKILLS

Methods:

Low-High Fidelity Prototyping.
Persona.
Storyboarding.
Contextual Inquiry.
Rapid Prototyping.
Software Engineering.
Agile Development.

Tools:

2D - Sketch, Adobe Photoshop, Adobe Lightroom.

3D - Fusion 360.

Programming:

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

Node.js, Vue.js.