# Chen Di
## UX / UI Designer | Full Stack Development

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## | EXPERIENCES

**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 Computer Graphics and Student Advisor for web development

## | PUBLICATION

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

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

## | HOUNOURS

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.