Sophia Deng

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Education

Cornell University: B.A. in Information Science; UX Concentration, Game Design Minor
Class of 2019, Tanner Dean Scholar

Projects

Facebook Messenger Case Study — Product Design, Independent Project
Designed a feature for discovering and comparing restaurants within a Messenger chat. Conducted research, prototyped, and did user testing over the course of a month. Published on UX Collective, a Medium publication. (I am not afiliated with Facebook)

Freshman Survey Interactive Project — Data Visualization, Creative Direction
As the Creative Director, I led a team of developers, designers and writers to create and launch The Sun's first data visualization project that sheds insight on Cornell's Class of 2021. The project reached over 15,000 users on Facebook.

Operation Bitwise — Game Designer, Artist
Designer, Character Artist, and Background Artist for Operation Bitwise, an award-winning game produced for Introductory Game Design Course at Cornell.

Freelance Illustrator
Create artwork for local clients. Recent work — poster commission for *The Cornell University Glee Club & Chorus*; illustration commission for *CUThere@Chidlom*, a hair salon based in Thailand; logo commission for *Hang*, a messaging platform startup.

Experience

Microsoft	Software Engineering Intern
Redmond, WA May 2018 — Aug. 2018	Worked with designers and developers to design and implement a better debugging experience for ScriptLab, an Office add-in that allows users to prototype custom functions within Excel.
Microsoft Redmond, WA May 2017 — Aug. 2017	**Explore Intern (Office Product Groups)** Created a GUI-based web-app that streamlines the production of Office Add-Ins. Designed features as a product manager/designer then implemented them with React.js.
The Cornell Daily Sun Ithaca, NY Mar. 2017 — Mar. 2018	**Editor-in-Chief** Lead student executive board in content creation and utilizing new digital mediums for interactive storytelling. Foster web-first mentality by providing avenues for collaboration across creative and technical disciplines.
Cornell University Ithaca, NY Aug. 2016 — May 2017	**Teaching Assistant (INFO 1300 and INFO 2300)** Teach weekly labs and hold office hours for introductory and intermediate web programming and design, emphasizing good practices for digital design and development.

Coursework

Intro to Product Design
Interactive Info Visualization
Human Computer Interaction
Game Design
Web Design and Programming
Data-driven Web Applications

Skills

Sketch
Autodesk Sketchbook
Invision
Tableau

Programming
Javascript
HTML/CSS
Python
React.js
D3.js

Honors & Awards

Pauline and Irving Tanner Dean's Scholar
Awarded to 40 Cornell A&S students who demonstrate 'enthusiasm for the life of the mind and possess outstanding high school records.'

Game Design: Best Gameplay
Our game, Operation Bitwise, was awarded Best Gameplay by professors and judges in Cornell's Introduction to Game Design Course

MindSumo Challenge Finalist
Created a visualization using D3.js with a teammate to sort Educational Standards. Became a top 10 finalist.