TIFFANY CHEN

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education—

Carnegie Mellon University

Graduated May 2019
with University Honors

BS in *Information Systems*
Double Major in
Human Computer Interaction

skills—

Backend
Java
Python
Flask
SQL
Redis
MongoDB
Ruby on Rails

Frontend
HTML/CSS
Javascript/jQuery
p5.js

Design
Wireframing
Rapid Prototyping
User Research
Adobe Creative Suite
Sketch/Figma
Invision
Principle
Cinema4D

experience—

UI/UX Designer — Apple   Aug 2019–present

On the Information Security team. Designed and consolidated interfaces for streamlined training experiences. Ideated and created iOS application to teach users about basic security concepts in a gamified, approachable manner. Consulted and redesigned tooling applications for ease of use.

Product Design Intern — Expii   Sept 2018–Apr 2019

Designed a new dashboard for an educational learning platform to motivate users and help them visualize progress. Worked with engineers, content writers, teachers, UX researchers, and other designers to create final dashboard.

Software Engineering Intern — Apple Information Security   May–Aug 2018

Streamlined communications for Apple by designing and developing messaging tool. Wireframed user interface and prototyped interactions for tool. Coded and deployed web application using React.js and Python Flask.

Software Engineering Intern — Leidos   May–July 2017

Tested, evaluated, and implemented open-source endpoint security platform. Created a virtual testing environment to simulate company systems. Conducted pen testing to assess effectiveness of tool. Redesigned security dashboard for enhanced usability and scalability. Collaborated with cyber analyst to improve user experience and optimize data.

Front-end Engineering Intern — Noosh, Inc.   Jan–Aug 2016

Implemented responsive language translation and localization in software using AngularJS. Utilized company APIs to display and format pages.

projects—

Virtual Reality for Robot Teleoperation   Jan–May 2019

Worked with team of 6 to design a more intuitive way for users to interface with robots. Prototyped VR environment in Unity and created 2D interfaces for moderating robot learning demonstrations.

YMCA YCHAT   Jan–May 2019

Consulted for the YMCA Pittsburgh's summer camps division. Led a team of three as the project manager. Researched, designed, tested, and implemented a mobile web app solution to increase parent engagement in camps.

Koality Time   Nov 2017

Designed mobile application that seeks to improve quality of social interaction by reducing phone use during hangouts.