

# TINARCHEN

User Experience & Product Designer

[tinarchen.github.io](https://tinarchen.github.io)

trchen@andrew.cmu.edu

(909) 539-3229

## EDUCATION

### Carnegie Mellon University

Pittsburgh, PA | Class of 2020

#### BHCI in Human Computer Interaction

#### BS in Business Administration

GPA: 3.62 / 4.0 Tepper's Deans List

## SKILLS

### Visual Design

Adobe CC (Ps, Ai, Id, XD, Ae), Sketch, InVision, Principle

### Design Thinking

User Research, Wireframing, Prototyping, Storyboarding, Speed Dating, Personas, Mapping

### Languages

HTML/CSS, Javascript, Python, English, Mandarin

## ACTIVITIES

### Global Business Brigades

Student Consultant | 2017- Present

Teach financial literacy to microenterprises abroad.

### alpha Kappa Delta Phi

Vice President of Service, Historian | 2017- Present

Raised \$1400 for Camp Kessem. Redesigned word-press website and managed social media.

### Lunar Gala

Fashion Model | 2017- Present

Walked in *Ferox*, the 2017 Lunar Gala show at CMU.

## EXPERIENCE

### UX & Graphic Design Intern - Ready Artwork

Monrovia, CA | May - Aug 2018

Conceptualized and designed ~50 graphics for clients. Built wordpress website templates through wireframing to final design mockups in Adobe XD.

### Researcher/ Playtest Coordinator - CMU HCII

Pittsburgh, PA | Oct 2017- May 2018

Visualized and redesigned a board game called *Out-break* that fosters scientific curiosity in young students. Conducted user studies to help improve and iterate on the game.

## RECENT PROJECTS

### UX Designer - American Eagle CO-LAB

Pittsburgh, PA | Oct - Dec 2018

Innovated and user tested a social space called AE CO-LAB that enhances shopping experiences for customers.

### UX Designer - Humane Animal Rescue

Pittsburgh, PA | Nov - Dec 2018

Designed, prototyped, and user tested a web application that used a humanized filtering system that helps dogs get adopted faster.

### Artist - Global Game Jam

Pittsburgh, PA | Jan 2017

Worked with a team to build a game in Unity in 48 hours. Created and designed art assets such as characters and environments.