

TINACHEN

User Experience & Visual Designer

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA | Class of 2020

BHCI in Human Computer Interaction

BS in Business Administration

GPA: 3.66 / 4.0 Tepper's Deans List

SKILLS

Visual Design

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

Design Thinking

User Research, Wireframing, Prototyping, Storyboarding, 3D Modeling, Persona Creation, Usability testing

Languages

Python, English, Mandarin, Spanish

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 wordpress website and managed social media.

Lunar Gala

Fashion Model | 2017- Present

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

Freelance Designer

Personal Projects | 2016 - Present

Dancer

DBHS Dance Co. | 2013-2016

EXPERIENCE

Ready Artwork - Design Intern

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.

CMU HCII - Researcher/ Playtest Coordinator

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.

Closet Infinitive - Design/ Marketing Strategist

Pittsburgh, PA | Aug - Dec 2017

Collaborated with a startup to develop brand identity and marketing strategies. Earned ~80 contributors and ~104 customers through marketing campaigns.

Shiseido - Sales Associate

Chino Hills, CA | May - Aug 2018

Developed a strong skill set in sales through selling luxury skincare and cosmetics to customers. Gained customer service experience.

RECENT PROJECTS

UX Designer - American Eagle Project

Pittsburgh, PA | 2018- Present

Currently designing solutions to improve AE's service design initiatives.

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.