

TINARCHEN

User Experience Designer

tinarchen.github.io

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(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, Figma, Framer

Design Thinking

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

Languages

HTML/CSS, JavaScript, Python, Mandarin

ACTIVITIES

Global Business Brigades

Student Consultant | 2017- Present

Teach financial literacy to microenterprises abroad.

alpha Kappa Delta Phi

Vice President of Service | 2017- 2018

Raised \$1400 for Camp Kessem. Redesigned wordpress website and managed social media.

Lunar Gala

Fashion Model | 2017- 2019

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

EXPERIENCE

Experience Design Intern - Adobe

New York, NY | May 2019- Aug 2019

Constructed concepts for the foundation of an "app centric" Home on Creative Cloud Web and Desktop. Collaborated with designers to solve for banner blindness and conduct user testing against our hypothesis.

UX Research Assistant - CMU HCII

Pittsburgh, PA | Jan - May 2019

Investigating the behaviors of intelligent social voice agents like Google Home and Alexa. Generating storyboards and analyzing family member's interactions with each other and these devices.

UX & Graphic Design Intern - Ready Artwork

Monrovia, CA | May - Aug 2018

Conceptualized and designed ~50 graphics for clients. Created a Wordpress template and redesigned websites for Lexint Law and 88Keys.

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 pitched 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 called Roadkill in Unity in 48 hours. Created and designed art assets such as characters and environments.