

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, Speed Dating, Personas, Mapping

Languages

HTML/CSS, 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.