

TINARCHEN

User Experience Designer

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA | Class of 2020
BHCI in Human Computer Interaction
BS in Business Administration
GPA: 3.62 / 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, 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 | 2017- 2018
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.

EXPERIENCE

UX Research Assistant - CMU HCII

Pittsburgh, PA | Jan - Present 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. 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 *Outbreak* that fosters scientific curiosity in middle school students. Conducted user studies to 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 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.