Truanne Chen

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EDUCATION

Carnegie Mellon University **Pittsburgh, PA**
Bachelor of Science in Information Systems | GPA: 3.63 / 4.00 Expected May 2028
Relevant Coursework: Principles of Imperative Computing, Fundamentals of Programming and Computer Science, UX Research in the Context of Product Management, Methods for Statistics & Data Science, Concepts of Mathematics, Writing about Data
Organizations: CMU Design For America, CMU Students Using Data for Social Good, CMU All University Orchestra

ACTIVITIES & LEADERSHIP EXPERIENCE

Teaching Assistant – Fundamentals of Programming and Computer Science **January 2025 - Present**
Carnegie Mellon University

- Lead weekly recitation session of ~25 students to reinforce course concepts
- Researching AI-usage and building an optimized prompt for students to efficiently use AI for maximized learning
- Evaluate and grade assignments, exams, and projects, ensuring fair, timely, and constructive feedback across large class sizes
- Curating curriculums for review sessions and exam preparation sessions to address individual student needs
- Collaborating with instructors to develop course materials and improve teaching strategies

RESEARCH EXPERIENCE

User Experience Research in Product Management, *Carnegie Mellon University* **Pittsburgh, PA**
Student Researcher August 2024 - December 2024

- Investigated how stress and neuroticism levels impact user trust and satisfaction during interactions with AI chatbots
- Conducted user testing and data collection through surveys, observations, and interviews
- Analyzed data to identify correlations between personality traits and user trust
- Delivered actionable design recommendations and presented findings to 30 academic peers and department leads

Computer Science Dept, *New York University GSTEM* **New York, NY**
Student Researcher July 2023 - August 2023

- Investigated large language models in STEM education under Professors Jinyang Li, Aurojit Panda, and Anirudh Sivaraman
- Tested the GPT-3 model on 100 college level calculus problems and compared test results to correct answers
- Implemented 4 prompt engineering methods to aim for high accuracy
- Gathered findings in a final research paper and presented all findings at the annual NYU GSTEM symposium

PROJECT EXPERIENCE

“MindSpark” - Mental Wellness App **November 2024**

- Developed a mental wellbeing app with hackathon team members in under 24 hours
- Implemented features including a daily journal, mood tracker, calendar for viewing past entries, and a "quest" page for self-care tasks
- Designed a visually appealing, intuitive, and accessible user interface to enhance user experience
- Planned and executed the app’s development under significant time constraints, effectively solving complex problems

“OneOneTwoDo” - Productivity App Development **November 2024 - December 2024**

- Developed a Python-based productivity app using CMU Graphics, featuring a to-do list manager, Pomodoro timer, daily event planner, and custom scroll bar for task views
- Implemented a backtracking algorithm to generate optimized schedules based on user tasks and events
- Designed intuitive user interfaces emphasizing usability and accessibility for seamless user interaction
- Applied programming best practices to ensure a polished, functional, and visually appealing application

SKILLS

Technical: Python, HTML, CSS, R, Github