JONATHAN E. CHEN DESIGNER

## A Story in Ink

DESIGN, TO ME, IS ABOUT TELLING STORIES. I hope you'll read mine.

My name is Jonathan E. Chen, and I'm an <u>interaction designer</u>. The intersection of design and technology has always captivated my imagination. My ideal design role is a marriage between the esthetic & the functional—a designer who has a hand in bringing his own ideas to life.

**SKILLS** 

I'm an avid practitioner of prototyping in code, as comfortable in HTML/CSS as I am with Sketch when <u>designing web & mobile experiences</u>. I build apps with Rails. I use git for tracking everything. I love SASS and Gulp. I'm a sucker for well-formed simplicity and tasteful animations in design. I also read & write voraciously. I enjoy working on products people want to use.

**EDUCATION** 

In 2012, I graduated from <u>Carnegie Mellon University</u> with a B.S. in computer science and a concentration in human-computer interaction. I plan to attend Stanford d.school for an M.S. in design in 2015.

**EXPERIENCE** 

My interest in design was born from my passion for entrepreneurship. After graduation, I took up a hacker-in-residence role at a startup hostel called StartupHouse, ran a network of Airbnb apartments to passively support myself, and freelanced as an Android developer.

In 2012, I helped found a healthcare startup that imploded before it launched. In its aftermath, I started exploring design more seriously and worked as a <u>product designer at yerdle</u> building the mobile experience for a free marketplace.

In 2013, I led product at an edutech startup and participated in Y Combinator. In a sad turn of events, my cofounder and I couldn't reconcile and decided to part ways. After leaving YC, I decided to focus instead on pursuing design full-time.

CONTACT

Set in Hoefler & Co.'s Whitney.