| **Yuki Chen** | | [yuki-chen.github.io/portfolio/](https://yuki-chen.github.io/portfolio/)  [yukic@andrew.cmu.edu](mailto:yukic@andrew.cmu.edu)  (973) 666-4915 |
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| **Education** | **Carnegie Mellon University**  Pittsburgh, PA  08/2021 - 05/2025 | Bachelor of Science  Human Computer Interactions & Business Administration |
| **Experience** | **Carnegie Mellon University**  Teaching Assistant  08/2023 - 12/2023 | Taught mobile web design and development principles to a class of 20+ students. Facilitated 2 real-client projects to provide hands-on learning experience and mentorship |
|  | **Uber**  Product Design Intern  05/2023 - 08/2023 | Redesigned UberEats' post-order rating system, transitioning it to a grocery-centric model and implementing replacement item ratings, which increased user satisfaction by 30% and enhanced Uber's backend data capabilities |
|  | **Carnegie Mellon University**  Research Assistant  08/2022 - 05/2023 | Published an article with 800+ downloads in the ACM Interactions library on minority character representation in video games in support of Player-Programmed Partner Games’ objectives |
| **Projects** | **USTA PNW**  Graphic Designer  03/2024 - 04/2024 | Won first place in the 2024 T-shirt Design Competition for the Sectionals Championship, emerging as the favorite out of over 115 entries. Product will be widely distributed and worn during the upcoming sectionals tournament |
|  | **Instacart**  Product Manager & Designer  03/2023 - 05/2023 | Ideated an alternative strategy to attract and retain Instacart users through a new meal plan generation feature. Presented a comprehensive interactive prototype and go-to-market strategy plan for the product council |
|  | **Design for America**  UX Designer & Researcher  08/2022 - 05/2023 | Organized comprehensive user research and testing sessions to understand the challenges of finding research opportunities on campus. Designed a centralized platform to improve the discovery of on-campus research positions, increasing user satisfaction rate by 75% |
|  | **Italian Garden Project**  Product Manager & Designer  11/2022 - 12/2022 | Collaborated with a startup client to conceptualize and design a mobile-first web application that streamlined the guided tour experience for their Legacy Fig Tree Collection |
| **Skills** | **Tools**  Figma, Adobe Creative Suite, Sketch, HTML, CSS, Javascript, Bootstrap, Python | **Design**  Interaction Design, Information Architecture, Design Thinking, Storytelling, Responsive Design, Accessibility, Graphic Design, User Research |