

Di Chen

UX Engineer | Full Stack Developer

dichen.work

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| EXPERIENCE

Workday, Inc., **Student UI Designer**

Ithaca, NY. 1.2018 - Now

Conducted user studies and designed mobile UI for a dynamic course planner.

Cornell University, **Wearable Devices Research Assistant**

People-Aware Computing Lab, Ithaca, NY. 11. 2017 - Now

Conducted user experiments and worked on data analysis about wearable sensing projects. Project sponsored by Intel.

Microsoft Research, **Student Product Designer**

Ithaca, NY. 8.2017 - 12.2017

Worked with Microsoft Research MakeCode team. Designed and prototyped a web-based Augmented Reality platform. Project published to MakeCode Labs.

NUS HCI Lab, **Mobile HCI Research Assistant**

Singapore. 5. 2017 - 7. 2017

Designed mobile based hands and eyes-free conversational interfaces. Helped to prototype the web client. Conducted multiple user studies. Paper published to CHI 2018.

Thales Group, **Computer Vision Undergraduate Researcher**

Singapore. 8. 2016 - 4. 2017

Developed an algorithm for Computer Vision-based human tracking and simulation system. Paper published to Winter Simulation Conference 2017.

Goldman Sachs, **Summer Analyst (Web UI)**

Singapore. 5. 2016 - 7. 2016

Designed and prototyped client-on-boarding website for Australian clients. Facilitating business automation process.

Autodesk, **Software Test Engineer Intern (Web UI)**

Singapore. 1. 2015 - 5. 2015

Designed and prototyped enterprise licensing payload website. Assured code quality for cloud licensing team. Followed Scrum process.

| PUBLICATIONS

"EDITalk: Towards Mobile Eyes-free Word Processing" - CHI 2018

"Simulating Crowd Motion Using Density Estimation and Optical Flow" - Winter Simulation Conference 2017

| EDUCATION

Cornell University

8. 2017 - 12. 2018

(Expected)

Master's Degree in Information Science (HCI & UX).

National University of Singapore

7. 2013 - 7. 2017

Bachelor's Degree in Computer Science (Interactive Media). Honors with Distinction.

University of California, Berkeley

5. 2015 - 8. 2015

Exchange Student in Computer Science

| SKILLS

Methods:

Low-High Fidelity Prototyping.
Persona.
Storyboarding.
Contextual Inquiry.
Rapid Prototyping.
Software Engineering.
Agile Developing.
Machine Learning.

Tools:

2D - Sketch, Principle, OmniGraffle, InVision, Adobe Photoshop.

3D - Fusion 360.

Programming:

Java, Python, JavaScript, C, C++, HTML, CSS, SQL. Node.js, Vue.js.