

CHUNHAN CHEN

Product Designer

Portfolio » chunhanchen.design

cc6268@nyu.edu | 347.882.5969

 SueLeCordonBleu

PROFESSIONAL EXPERIENCES

Product Design Intern, iRhythm

Jun 2019 - Aug 2019 · San Francisco, U.S.

- Redesigned ZioSuite report service with innovative clinical data aggregation and visualization by researching, prototyping and cooperating with various stakeholders.
- Designed and launched USPS tracking feature for ZioSuite v1.6, significantly reducing customer care cost and facilitating users' workflow.

Product UX Specialist, New York University

Oct 2018 - May 2019 · New York, U.S.

- Created detailed wireframes and designed key UX and interactions for NYU Web Publishing accessibility checker and Classes roster integration.
- Conducted usability tests and interaction design iterations.

Product Manager Intern, Face++

Sep 2017 - May 2018 · Beijing, China

- In charge of design, development, user testing and evaluation of an automatic, robust, and scalable online SDK Packer System for internal stakeholders.
- Replaced complex manual SDK packing operations and improved packing efficiency.

FEATURE PROJECTS

NYU Stern School of Business Class, Skillshare

Feb - May 2019 · New York, U.S.

- Immersive experimental learning and consulting with Series-C startup Skillshare about Product-Market-Fit and early-stage technology companies' growth.

Service Designer, Triangle (Jiang China Design)

Aug 2017 · Hangzhou, China

- Built a service strategy that bridges seniors' value to society in order to relieve their depression rate.

PUBLICATION

The Humming Box: AI-powered Tangible Music Toy for Children, 1st Author, CHI Play, Interactivity Track

Oct 2019 · Barcelona, Spain

EDUCATION

New York University | 2018 - Jun 2020

M.P.S., ITP - Interactive Telecommunication
Specialized in Human-computer Interaction.

Peking University | 2014 - 2018

B.S., Geochemistry · 3.54/4.00
Specialized in Interactive Virtual Simulation.

Rhode Island School of Design | 2017

Summer, Sketching & Industrial Design

SKILL HIGHLIGHTS

Interaction Flow & Wireframe
Analytical Thinking
Prototyping (Digital & Hardware)
User Journey
Usability Testing
Machine Learning

TOOLKITS

Adobe Creative Suite

Photoshop, Illustrator, InDesign, Premiere, Lightroom, Audition

3D Design and Development

Unity, Rhino, SketchUp, Keyshot

Prototyping

Sketch, Figma, Axure, Principle, Framer X, InVision, Zeplin, Tableau, 3D Print, Laser Cut

DEVELOPMENT

Familiar · C, C++, Python, HTML, CSS, JavaScript, Arduino

Basic · Node.js, React.js, CG, GLSL, VBA

HONORS

Global Grand Challenge Summit

Labigo, Poster, Washington DC | 2017

May Fourth Scholarship (Top 10%)

Peking University | 2017