

LUCY CHEN

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EDUCATION

Georgia Institute of Technology May 2022
M.S. Human-Computer Interaction
Atlanta, GA

University of California—Berkeley August 2019
Graduate-level Independent Study: Psychology
Berkeley, CA

University of Minnesota—Twin Cities May 2018
Bachelor's in Physics, Physiology, Public Health
Minneapolis, MN

PROJECTS

Accessible Design Graduate Research
Graduate Team Project, Georgia Tech
August 2020 – Present
> Investigated product and stakeholder requirements for accessible maps through user, advocate, and engineer interviews
> Exploring the future of inclusively designed maps through AR and wearable tech prototyping while practicing current WCAG/508 accessibility standards

Goose Chase: Gamifying Remote Interaction
Graduate Team Project, Georgia Tech
August 2020 – Present
> Researching and designing for incidental interactions in virtual spaces

Biophysics Student Researcher
Puchner Lab, UMN Dpt. of Physics and Astronomy
December 2016 – August 2018
> Led grant-funded research topic investigating neurodegenerative disease etiology using STORM

SKILLS

Relevant Tools: Adobe CC Suite
Google Data Studio
Figma Dedoose
Sketch ATLAS.ti
InVision MATLAB
Mural Miro
Framer Unreal Engine

UX & DESIGN EXPERIENCE

Autonomous Vehicle Design Researcher September 2020 – Present
Georgia Tech Sonification Lab Atlanta, GA
> Working with an industry partner and PhD research team to design in-vehicle UI for Level 4 and 5 autonomous vehicles

Designer September 2019– July 2020
USC Games - Ginkgo, Kingdom of Nature Los Angeles, CA
> Provided usability feedback to the production and engineering teams of GDC Intel Award-winning game, *Ginkgo*
> Designed gameplay experience and led handoff sessions for *KoN* engineering team to create an award-winning VR game
> Led live, recorded user playtest sessions to inform future iterations

User Advocate, Clinical Care Coordinator November 2018 – July 2020
JumpstartMD San Francisco, CA
> Collaborated with the PM and development team to improve user experience for launch of new Telemedicine product
> Performed data collection for longitudinal clinical research studies
> Counseled ~22 patients per day in 1-on-1 appointments to carry out long-term treatment plans prescribed by clinicians

Biomechanics and Analytics Intern August 2018 – October 2018
China National Institute of Sports Science Beijing, China
> Conducted and analyzed physiological performance tests on Nike and China Olympic Team athletes for wearable tech development
> Translated scientific publications and research materials between Mandarin and English to aid international academic partnerships

Design Lead and Events Consultant August 2019 – February 2020
Saaisaai San Jose, CA
> Guided the founder of a non-profit organization to develop a company image focused on empowering adults with autism to use Saori loom weaving as a form of expression and independence

User Experience Lead, CIO September 2015 – July 2018
TEDxUMN Minneapolis, MN
> Led UX Design and Attendee Experience for one of the largest University TEDx events globally
> Worked iteratively with Engineering Lead, Director, and graphic design team to produce website and digital products
> Analyzed data from user experience research to create prototypes for digital and in-person event design