

Janet Peng

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COURSES

Product Design Studio

Research Methods

Collaborative Visualizing

Principles of Imperative
Computation

SKILLS

Sketching

Storytelling

User Research

TOOLS

Figma

SolidWorks

KeyShot

Adobe Creative Suite

Python

JavaScript, React.js

HTML & CSS

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Bachelor of Design, GPA: 3.77

Minor: Computer Science

Expected: May 2022

Dean's List (Fall 2019)

EXPERIENCE

Product Design Intern, [C3.ai](#)

Jun - Aug 2021

- Design abstracted configuration experiences that allow less technical users to train machine learning models and perform network analysis.
- Propose documentation, learning, and self-service help experience.
- Standardize component usage and interaction design patterns.

UX Design Team Lead, [CMU CS Academy](#)

Team Lead: Jul 2020 - Present; Designer: Jul 2019 - Present

- Redesign navigation to enhance access to important information.
- Design new student exercise interface with revised test case interactions to increase usability and understanding.
- Promote accessibility and cohesiveness of voice through redesign of design system and splash page.
- Organize design system, provide feedback, plan meetings, distribute tasks.

Content Developer, [CMU CS Academy](#)

Jan 2020 - Present

- Code exercises and design curricula for high school curricula teaching programming, AP Computer Science, art, and data visualization.

PROJECTS

Research Assistant, Carnegie Mellon University, HCII

Sep 2021 - Present

- Design resource for designers to understand and explore taxonomy of AI.

CS Pedagogy Teaching Assistant, Carnegie Mellon University, SCS

Jan - May 2021

- Assist students with game development curriculum design project.