

Monica Chang

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EDUCATION

Carnegie Mellon University

Class of 2020

BHCI Human Computer
Interaction
BS Information Systems
Minor in Photography

Dean's List
QPA 3.81

SKILLS

Tools

Figma
Sketch
Adobe CC
InVision
Framer
Miro

Processes

Design Research
Sketching
Wireframing
Storytelling
Prototyping
Usability Testing
Photography
Film Processing

Code

Python
HTML / CSS
Javascript

Languages

English
Mandarin
French

EXPERIENCE

CMU CS Academy / Lead UX Designer

Summer 2018 – Present

Designing digital experiences for students & teachers in an interactive computer science course used by 8,000+ students and 700+ teachers around the world.

Dick's Sporting Goods / UX designer

Summer 2019

Designed digital experiences on the Search & Browse team, while building the brand's design system and designing a learning platform for coaches.

Bento Browser / Designer + Researcher

Spring 2018

Shaped interactions for alternatives to tabbed web browsing through investigations of in-search organization, annotation, collaboration, and artifact creation.

RECENT PROJECTS

Uncharted Power / Design Lead

Spring 2020 - Present

Engaging in research and design to visualize data for diverse users of Uncharted Power, an NYC-based startup that is innovating a paver system for the future of smart cities.

CMU Robotics Institute / Design Lead + Developer

Spring 2019

Built a custom web app to streamline the application and review process for Summer Scholars in Carnegie Mellon's Robotics Institute.

AVA / Interaction Designer

March 2019

Designed a conversational agent model, script, and concept video in order to strengthen trust between driverless cars and first-time riders.

The Museum of People / Service Designer

March 2019

Envisioned a service that leverages the power of gathering and creative spaces to cultivate a greater understanding between cultures.