

# Yang Chen

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Empowering people through holistic & empathetic design.  
www.yang-c.me

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## Experience

### Product Design Intern, Shopify

May – August 2017

Designed and shipped search feature for Shopify's design system, Polaris, through interaction, visual design, IA, content strategy, usability study; accelerated R&D employee workflows and increased understanding of design system components.

### Product Manager Intern, Mattermost

August – December 2016

Collected and analyzed customer and user needs through competitor analysis, user feedback to prioritize, design, and scope 3 new major features for product roadmap. Responsible for shipping over 20 new features and improvements by leveraging open source community and internal engineering resources.

### UX Research & Design Intern, Boltmade

January – April 2016

Redesigned government agency website for Canada's 150<sup>th</sup> for millions of users to improve discovery and engagement for Canada 150 events. Designed and carried out 2 usability studies, front-end development. Delivered public workshop on effective UX research technique. Facilitated design thinking workshop for Barry Katz (IDEO, Stanford).

### UX Design Intern, Sony

May – August 2015

Designed user flows, wireframes, mock-ups, visual specs; implemented rapid prototypes for 5 different features in responsive online PlayStation Store and PlayStation Video app. Created personas from user research as part of department design process overhaul.

### Prototype Developer Intern, Manulife RED Innovation Lab

September – December 2014

Conceptualized, designed, and developed 3 web & 2 iOS high-fidelity proof of concept apps to improve consumer-facing banking services. Led development of online showcase.

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## Projects

### Assisted Recording of Infant Activity (ARIA)

September 2017 – April 2018

Designed software architecture and developed Node.js app with Bluetooth hardware integration to help at-risk parents track and improve baby wellness.

### Pendance Women's Safety Device

May – August 2016

Used Google Sprint methodology to design device to prevent and report assault, designed flows, layouts, copy for companion mobile app.

### Judio Music App

Developed iOS social music-making app in team of 3. Implemented UI and audio functionalities in Swift/Obj-C. Won "Best iOS App" from Apple at 2014 Hackathon.

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## Skills

Interaction, visual, IA, mobile, web design  
3 years of OOP in C++, Java  
Web, iOS, Android development  
UX research experiment design, user testing  
Web analytics, project management

## Tools

Sketch, InVision, HTML/CSS/JS, React,  
Node.js, Express, Framer, Bootstrap, Google  
Analytics

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## Education

### University of Waterloo

Systems Design Engineering, Music Minor '18

3.7 GPA, Dean's Honour List with Distinction  
Engineering Ambassador, 2013-2018

**Relevant CS coursework:** Data Structures &  
Algorithms, Artificial Intelligence,  
Requirements Engineering, Software Design

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## Leadership

### Musical Director, In Full Colour

July 2017 – present

Led a cappella group from formation to 2018  
ICCA Semifinal Runner-Up (Top 5% of 500) in  
7 months.

### President, UW A Cappella Club

May 2014 – April 2018

Tightened 300+ member community through  
new event initiatives, conflict resolution, and  
club policy with executive board of 20.

### Co-founder, CanACC

April 2015 – present

Co-founded annual conference for Canadian  
college a cappella groups. Grew to event 3  
years running with rotating host schools,  
over 300 participants from 20 groups.

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## Interests

Geography, complex systems, curling,  
architecture, film making, climate change