



Shao-Yu Chen

User Experience / User Interface
Researcher / Designer

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Core Skills

Experimental design – Planning procedure & study questions
Survey creation – Likert scales, System Usability Scale
Data collection – One-on-one interviews, group moderations
User experience and user interface design
Excellent communication and teamwork skills
Rapid prototyping – Wireframing, Axure, Sketchup
Graphic design – Gimp, Photoshop
Basic statistical analysis – SPSS, R
Basic programming – C++, Java, C#

Education

<i>Georgia Institute of Technology</i> , Atlanta, Georgia Master of Science in Human-Computer Interaction	Aug, 2015 – May, 2017
<i>Vanderbilt University</i> , Nashville, Tennessee Bachelor of Art in Psychology	Aug, 2010 – May, 2014
<i>University of North Alabama</i> , Florence, Alabama Transient Student	Summers of 2010 – 14

Employment Experience

Internship at the Grove, Elavon, Summer 2016

Three month paid UI/UX internship as a part of an Agile product team to design and test user interface. My most significant contribution was creating a components library to help my UI/UX colleagues create interface prototypes by providing generic interactive components.

Research Projects

MS-HCI Master's Project, Fall 2015 – Spring 2016

Graduation project for Georgia Tech's MS-HCI program. The main goal was to support the interdisciplinary COSMOS group by researching, designing, testing, and iterating two potential applications of the computational skin, a yet-to-exist alternative computing technology.

Displays for Automatic Lane Keeping Project, Fall 2015

Project in Dr. Bruce Walker's Sonification Lab to design dashboard icons to communicate automatic lane keeping status, and test user reactions and preference towards the icons. The project paper was accepted in the 2017 Automotive User Interfaces conference. Citation below:

Noah, B. E., Gable, T. M., Chen, S., Shruti, S., Walker, B. N. (October, 2017). *Development and Preliminary Evaluation of Reliability Displays for Automated Lane Keeping*. Proceedings of the 9th Conference on Automotive User Interfaces and Interactive Vehicular Applications 9, in press.

Multimodal Eco-Driving Display Project, Spring 2017

Project in the Sonification Lab to prepare a driving simulator experiment to test the effects of Eco-Driving Heads-Up Displays on driving performance and run pilot testing sessions.

Hit the Gym! – HCI Course Project, Fall 2015

A 4-man team project to create a prototype to help plan gym visits. My team and I interviewed gym-users and created a mobile prototype. My role focused on UI design and prototype testing.

You are Doing Great! — An HCI Project at University of North Alabama, Spring 2015

Research project with Dr. Jason Watson to test player behavior in video games when they are prompted by automated, encouraging analysis on their performance. I designed the experiment and ran pilot sessions.

Design Projects

Co-Op Level Designer Project Interface Design, Spring 2017

Volunteer project for PhD student Matthew Guzdial. I created a design document and an interactive prototype to demonstrate an interface design for a program that lets users work with AI to design levels in Super Mario Brothers. The interface was based on Google Material design, and the interaction model was inspired by turn-based strategy games.

CS6457 Video Game Design Class Project, Spring 2017

4-man team to design a game with Unity from conception, implementation, to user testing. Our game is a whimsical food-themed arena shooter. My personal contribution focused on UI design, asset search, and user testing.

Honorable Mention in the 2017 MARTA Hackathon, Spring 2017

Attended the 48-hour hackathon in a team with four other Georgia Tech students to design and prototype a wayfinding system to help riders navigate through MARTA stations.

Sonified Fantasy Football Draft Interface Project, Fall 2015

Project in the Sonification Lab to design a web interface for sonified online fantasy football draft. I acted as the UI designer, choosing visual and audio elements to accommodate both visually capable and visually impaired users.

Volunteer Projects

Shoals Economic Development Authority Brochure, Summer 2017

Currently collaborating in designing a brochure to attract technology companies to the Shoals, AL area. I wrote and laid out drafts of the text content in InDesign.

Website Migration — Department of Art, University of North Alabama, Spring 2015

Assisted in migrating the UNA Department of Art website to a new web platform. I helped in converting and organizing the new information architecture, and created content for new pages.

UNA 3MT Booklet, Spring 2015

Designed a program booklet for University of North Alabama's Three-Minute Thesis (3MT) Competition, inspired by University of Queensland's original 3MT competition.

References

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Georgia Institute of Technology
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Dr. Jason Watson
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Systems Department
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