

# Rachel Chang

Designer

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## Education

Carnegie Mellon University  
BFA in Communication Design  
Human Computer Interaction minor  
Pittsburgh, PA May 2017

## Skills

Adobe Creative Suite  
Principle  
Sketch  
CSS/HTML  
Javascript  
Python  
Mandarin

## Awards & Honors

Szylinski Blue Sky Thinking Award  
School of Design Merit Award  
Dean's List 2016 & 2017  
University & College Honors

## Experience

### Tulco Labs

[UX Designer – November 2017 to Present]

Designing tools for optimizing employee efficiency for B2B clients; shipped project reduced data entry time by 80%. Owning research, product development, and prototyping while working closely with engineers, data scientists, and clients to implement designs.

### Bluewolf

[Graphic Design Intern – June 2016 to August 2016]

Created internal and external facing collateral for client events, digital marketing, reporting, trade shows, and social media, ensuring brand experience was consistent.

### Symkala

[Visual and Experience Designer – June 2015 to June 2016]

Established branding system, designed workflow journeys, and prototyped interfaces and interactions for managing, analyzing, and visualizing structured and unstructured data

### Design Patterns in Online Math Tutors

[Research assistant – June 2015 to October 2015]

Sorted through data, analyzed affect values, identified patterns in online math tutoring systems. Utilizing a data mining approach, designed experiments to determine best e-learning practices.

## Projects

### Fibo

[UX/UI – Jan 2017 to May 2017]

With a financial sector client, built a digital personal assistant that builds meaningful long term customer relationships through empowering them with increased financial literacy and decision making skills.

### I Lived, We Live: What Did We Miss?

[Visual Design – Jan 2017 to May 2017]

With the community of Hazelwood in Pittsburgh, designed a museum that explores how divestment impacts a community. Responsibilities included interviewing stakeholders, developing a curatorial narrative, and designing exhibit graphics and wayfinding.