

Michelle Chang

I am an **interaction designer** focusing on **empathy** and **user experiences**. With the skills and knowledge learned in hands on projects and design challenges, I hope to utilize them in the design industry. I believe that through the experience of my storytelling and product design, people can learn about the world through emotion to better understand each other.

WORK EXPERIENCE

UX/UI Bootcamp Instructor and Tutor– UC Berkeley Extension

October 2020 – Present

Bootcamp program teaching students UX/UI design methodology, user-centric design research, visual prototyping and wireframing. Working with groups of students to enhance the learning process, grading their projects, providing critical design feedback, and helping build their portfolios.

UX Design Intern – Pure UX

June 2020 – September 2020

Created user interfaces and user experience prototypes to test and iterate upon. Conducted user experience research to assist product development process and increase user satisfaction. Collaborated with Experience Design, Engineer and Art teams to ensure the designs lead to intuitive user experiences for all applications.

Interaction Designer - Freelance

May 2019 - Present

Committed to helping clients shape their brand identity using UX design and UX research. Applied design tools like Figma to improve the website design and project goals. Experienced with non-profit organizations.

DESIGN PROJECTS

The Dome — *Interactive Game*

I created a text-based game and designed the project in the story building engine Twine. This is an interactive fiction story with branching narratives and three different outcomes depending on user choices while playing the game.

Doctor Chicken — *Google Home Voice Adventure*

I designed a voice-activated system for children to play with while in hospital waiting rooms. The process involved hospital research, brainstorming, voice interface, coding, and started as a concept to create a final product proposal.

September — *Giant Music Rhythm Game*

I designed a music rhythm arcade game that was coded in Processing. This is a student installation that requires users to press on giant colored buttons to the tune of 'September' by Earth, Wind, and Fire.

Escape to Neverland — *Immersive Experience*

In a team, I wrote and directed an overnight immersive experience borrowing from the mythos of Peter Pan. Its goal was to create a journey for two people to experience youthful curiosity with each other.

Hey, Listen — *Interactive Audio Journey*

I designed an autobiographical and interactive audio journey that highlights the experience of a Chinese American by scanning the QR codes to unlock story components. It used space and experience to guide the user through the story.

<https://mchang.design>
michellechang.design@gmail.com
(805) 607-0489

EDUCATION

California College of the Arts —
BFA in Interaction Design, Minor in Writing and Literature

August 2015 – May 2019,
San Francisco, California

Graduated with high distinction
3.75 GPA, President and CCA
scholarship recipient.

SKILLS

Storytelling
Digital Prototyping
Creative Writing

DESIGN

Interface Design
Design Research
User Experience
User Interface
Visual Design
Usability Testing
Wireframing

SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Premiere Pro
Adobe XD
Keynote
Sketch
Figma
InVision Prototyping
Dialogflow
Unity

CODING

Arduino
Processing
HTML/CSS
Unity C#