

Hi! I'm a **full stack UX designer** with skills in **user research**, **front-end development**, **prototyping**, and **wireframing** for web/mobile/VR.

Courses

Interaction Design

Project Mgmt. & Ideation

Design & Aesthetics

Big Data Analysis

Research Methodology

Skills

Wireframing in **Sketch** and **Adobe CS**

Front-end development using **HTML**, **CSS**, **JS**, **coffee.js**, **Angular.js**, **PHP**, and **Bootstrap**

Iterative prototyping with **Marvel**, **Invision**, and **Framer.js**

User research and **testing**

Project management using **Agile** and **Sprint**



1st in design and **implementation** at the 2017 Athens Game Jam

Featured in **The New York Times**

Chalen Duncan

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Education

M.A. in Emerging Media, The University of Georgia (July 2017)

B.A. in International Affairs, The University of Georgia (May 2016)

Certificate in New Media, The University of Georgia (May 2016)

Attended **Moxie Future X** and **Unity Unite** VR tech conferences

Studied abroad in Verona, Italy and Hangzhou, China

Experience

UX Designer/Front-End Developer (Contract)

Financial Technology Partners, January 2018 - April 2018

- Led UX strategy for a platform used to make multi-billion dollar deals
- Conducted user research through stakeholder interviews, prototype tests, etc.
- Developed large scale data solutions on top of Salesforce using Angular.js

Prototype Developer (Contract)

Accomplice, October 2017 - January 2018

- Built high-fidelity prototypes for Honda Acura using Framer.js
- Made informed design decisions following testing and iterated on the prototype

Lead User Experience Designer

UGA Mobile App, May - August 2017

- Improved discoverability of key features for our 23,000 active users
- Built prototypes and conducted user research to identify problems and solutions
- Followed iOS/Android design guidelines for both of our native apps

Design Intern

Keymaster Games, June - July 2017

- Used Adobe CS tools to create proposals and design documents

Level Designer and Project Manager

TooTall Studios, December 2016 - July 2017

- Storyboarded levels and interactions for a virtual reality adventure game
- Managed a 5-person team of artists and developers using Trello and Slack

Virtual Reality Researcher

The University of Georgia (UGA), October 2016 - July 2017

- Assisted in the design of human-centered research studies

Programming Instructor

Four Athens, Athens Free School, and UGA, June 2016 - July 2017

- Built project-oriented curriculum to teach Python, HTML, CSS, and Javascript

Apple Technical Advisor

Apple Inc., September 2014 - May 2015

- Learned how a variety of customers navigate software and approach problems