

Hi! I'm a full stack UX designer with skills in user **research**, front-end web **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, Angular.js, PHP, React,** 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 Product Design**, 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

## Experience

### Product Designer

**Couchsurfing**, September 2018 - Current

- Work directly with engineers to document and implement designs
- Head research initiatives for ethnographic, market, and usability research
- Employ industry standard tools to design for 22 million members

### UX Designer/Front-End Developer

**Financial Technology Partners**, January 2018 - September 2018

- Worked as a UX-team-of-one for an internal data management web app
- Conducted research through stakeholder interviews, prototype tests, and analytics
- Developed scalable 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
- Worked directly with the client and won a large agency contract

### Product 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
- Integrated iOS/Android design guidelines into both of our native apps

### 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

### 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

- Exercised empathy for a variety of users and their software issues
- Identified and addressed issues while researching and logging solutions