RACHEL JUE

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🏠 EDUCATION

Carnegie Mellon University, Pittsburgh, PA
B.S. in Cognitive Science and Human-Computer Interaction, May 2016

💼 EXPERIENCE

ARTBYTES
Pittsburgh, PA
Jan 2015 - Present

TEAM LEAD
Leading an HCI capstone project team to create an augmented reality tool for museum-goers. Conducting user research, prototyping, and testing product for client.

SALESX
Foster City, CA
May - Jul 2015

UX/UI INTERN
Redesigned and developed client landing pages and websites based on user studies and A/B testing. Created branding for non-profit partner.

CARNEGIE MELLON HCI INSTITUTE
Pittsburgh, PA
May 2014 - Dec 2015

RESEARCH ASSISTANT & REU INTERN
Explored the potential of using social media for human-centered design feedback in collaboration with Northwestern University's Delta Lab.
Advised by Steven Dow, HCII ProtoLab

FOUNDATION FOR A COLLEGE EDUCATION
East Palo Alto, CA
May - Aug 2013

STEAM PROGRAM INTERN
Planned and executed inaugural design thinking summer program for 18 first-generation, college-bound students. Designed curriculum for flagship program culminating in a month-long design project.

STANFORD D.SCHOOL
Stanford, CA
Jun 2011 - Jan 2012, Jul 2012

K–12 LAB INTERN & COACH
Collaborated with K-12 Director and staff to develop and coach human-centered design thinking workshops for 300+ educators and administrators. Created curriculum and led design thinking workshops for Bay Area high school and middle school students.

★ LEADERSHIP/HONORS

ALPHA PHI OMEGA, KAPPA CHAPTER
Vice President of Service, *Spring 2014*
Concessions Chair, *Fall 2013*

Leadership in Service Award
Brother of Excellence Award, Diamond
Presidential Appreciation Award

BIG STRAW MAGAZINE
Design Editor, *2013 - 2014*

PSI CHI HONOR SOCIETY

⚙ SKILLS

Prototyping
Wireframing
User Research
Adobe Illustrator
Adobe InDesign
Adobe Photoshop
Adobe After Effects
Adobe Flash
R, SPSS
HTML5/CSS3/JS
Python

📚 COURSEWORK

Prototyping Tools in UX Design
Interaction Design Studio
Communication Design Fundamentals
User-Centered Research & Evaluation
Service Design
Experimental Design for Social Sciences
Human Factors
Programming Usable Interfaces
Principles of Imperative Computation
Principles of Functional Programming
Gadgets, Sensors & Activity Recognition

🔍 PUBLICATIONS

Hui, J., Glenn, A., Jue, R., Dow, S., Gerber, E. Using Anonymity and Communal Efforts to Improve Quality of Crowdsourced Feedback. *Third AAAI Conference on Human Computation and Crowdsourcing.* HCOMP 2015.