

Rui-Ting (Eva) Chang

Pittsburgh, PA | evachang0925@gmail.com | 412-2516183
<https://www.linkedin.com/in/evachang0925> | <https://evachang0925.github.io>

Education

Carnegie Mellon University (CMU)
Master of Entertainment Technology

Pittsburgh, PA
Anticipated degree in May 2025

National Chengchi University (NCCU)
Bachelor of Science in Management Information Systems
Double Major in Digital Content and Technologies

Taipei, Taiwan
Sep 2019 - June 2023

Work Experience

User Interface Design Intern

Garmin Corporation, Taiwan

June 2024 – Aug 2024

- Analyzed existing product lines to identify and document design language elements, streamlining the design workflow for future projects.
- Researched Garmin's newest product launch, gaining a deep understanding of its features and target audience to inform potential design solutions.

Research Assistant

National Chengchi University, Taiwan

Jul 2022 – Jul 2023

- Assisted Professor Lin, Yi-Ling, in processing archival collections and writing finding aids.
- Conducted data analysis and research synthesis to support academic publications.
- Organized the study of "Competitive gamification in crowdsourcing-based contextual-aware recommender systems," published in the International Journal of Human-Computer Studies.

Projects

Producer / User Researcher

Puppamatics, CMU Semester Project

Jan 2024 – May 2024

- Collaborated with a team of six to design a gamification tool for 4th-grade math learning.
- Conducted user research using surveys, interviews, and usability tests to design worksheets and instructions.
- Achieved a 20% improvement in student engagement and learning outcomes.

Leader / User Experience Designer

iPet – Graduation Capstone Project, NCCU

Sep 2021 - Dec 2022

- Led mobile application development for shelter pet adoption.
- Developed project scope, requirements, and roadmap with a cross-functional team.
- Conducted user research to understand target audiences' needs, resulting in a 30% increase in adoption rates.

Extra-Curricular Activity

Lead of the Visual Design Team

The 12th OpenHCI Human-Computer Interaction Workshop, Taiwan

May 2022 – Sep 2022

- Directed a six-person team to design and develop the campaign website, reaching 2.4K users.
- Designed the key visual elements of the campaign and organized the final exhibition.
- Applied project management tools such as Notion and Asana.

Skills and Competences

- User Research Methods: Usability Testing, Field Studies, Surveys, Ethnography, Competitive Analysis
- Design Tools: Figma, Figjam, Miro, Adobe Creative Suite
- Project Management: Notion, Asana, Trello