Chelsea James

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Education

Drexel University
Philadelphia, PA

BS User Experience & Interaction Design

MS Digital Media

Skills

Interaction Design

Visual Design

Interactive Prototyping

Web/Mobile Design

AR/VR Design

User Research

Usability Testing

Design Thinking

Wireframing

Tools

Adobe Creative Suite

Figma/FigJam

HTML & CSS

Javascript

Wordpress

Unity

Unreal Engine

C#

Experience

Interos — UI/UX Design Intern

Jun. 2022 - Aug. 2022
Arlington, VA

-Facilitated interviews with the customer experience team to obtain valuable user feedback on the platform feature.
-Led and executed web accessibility audits for the company's forthcoming design system.
-Developed a high-fidelity Figma prototype for a SaaS platform group experience, leveraging user experience research collected from clients.

The Academy of Natural Sciences of Drexel University — UX Researcher & WebVR Developer

Sept. 2021 - Jun. 2022
Philadelphia, PA

-Collaborated with a team to generate innovative concepts for an immersive/interactive museum experience.
-Conducted in-depth user research to gather and analyze data regarding the target audience.
-Conducted interviews with stakeholders and clients to understand their perspectives and requirements.
-Collaborated closely with the product team to define research objectives and align them with project goals.
-Led development of a webVR and Figma prototype that effectively showcased the research findings

The Glimpse Group — Web Design Intern

Mar. 2021 - Sept. 2021
New York, NY

-Worked in collaboration with the marketing manager to create an outstanding website using Wordpress.
-Assisted in formulating an effective and responsive design, and successfully transformed it into a functional theme.
-Designed and implemented new designs, landing pages, features, and functionality to enhance the website's overall user experience.

PXL Lab at Drexel University — Research Assistant & UX Designer

Jan. 2021 - Mar. 2021
Philadelphia, PA

-Developed wireframes and prototypes for a neural network game, ensuring a solid foundation for the project.
-Conducted heuristic evaluations and usability tests on the prototypes, gathering valuable insights to enhance the user experience and identify areas for improvement.

bARk: Mobile AR App — Lead AR Designer/Developer & UX Designer

Sept. 2020 - Mar. 2021
Drexel University

-Led an augmented reality (AR) team in developing a fully functional Unity AR prototype, demonstrating a high level of fidelity.
-Designed wireframes to establish the project's structure and user flow.
-Created a high-fidelity prototype using Figma to visualize and refine the user interface and experience.
-Edited video content for the app trailer utilizing Final Cut Pro.
-Conducted comprehensive research on augmented reality (AR) and user experience (UX), incorporating the findings into the app prototype to enhance its quality and usability.