

Christine Geeng

CURRENT 709 Stewart Ave Apt A09 • Ithaca, NY • 14850 **PERMANENT** 16 Frost Ave West • Edison, NJ • 08820
CELL (732) 425-4373 • **E-MAIL** christinegeeng@gmail.com • **WEBSITE** christinegeeng.com

PORTFOLIO christinegeeng.com

EDUCATION **Masters of Professional Studies in Information Science**
Anticipated completion: May 2017 • Cornell University, Ithaca, NY
B.S in Information Science • Fine Arts Minor • GPA: 3.45
May 2016 • Cornell University, Ithaca, NY

COURSES Human-Computer Interaction Design, Intro to Rapid Prototyping, Computer-Mediated Communication, Data Driven Web Apps, Designing Tech for Social Impact, Educational Technology, Object-Oriented Programming

SKILLS	HTML5/CSS Advanced	JavaScript/jQuery/PHP Intermediate
	Adobe Photoshop Expert	Adobe InDesign/Illustrator Advanced
	Python/Java Intermediate	Axure Advanced

EXPERIENCE **Fidelity Investments • User Experience Design Intern • Summer 2015**
Designed and wireframed design.fidelity.com for attracting hires to the UXD team. Managed Jersey City intern group for the website and coordinated with the creative director and other intern teams.
Assisted various financial product teams with content and interface ideation.

TravelSee • Designer, Developer • October 2015 – Present
Conducted card-sorting studies with clients for user interface providing business report visualizations.
Branded the startup working on data analytics for cultural institutions.
Designed homepage, user dashboard, and business product cycle.
Manage and mentor intern on web development and web frameworks.

Design Research Lab • Research Assistant • July 2016 – Present
Developed glue application software and hardware for 3D fabric printer.

Intro to Rapid Prototyping • Teaching Assistant • August 2016 – Present
Assist groups with prototyping projects using microcontrollers, electronics, 3D printing, and laser-cutting.

Introduction to Game Design • Teaching Assistant • January 2016 – May 2016
Assisted project teams with interaction design, level progression, and visual elements.
Taught workshops on value of UX design in game design and teamwork between developers and designers/artists.

Information Science Research Lab • Lab Assistant • September 2015 – June 2016
Wrote research surveys for creating an online forum for civic discussion of local vehicle/bicycle/pedestrian laws.

Cornell Academic Technology Center • Technology Assistant • Spring 2015
Provided support for Blackboard, Qualtrics, and other coursework software.
Converted and prepared media for faculty.

Computer Animation Club • Treasurer • Fall 2013 – May 2016
Taught storyboarding techniques, world-building, and character design.
Designed posters for ClubFest advertisement and coordinated weekly movie nights.