



**JESSE SONG**

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## EDUCATION

**Carnegie Mellon University** Pittsburgh, PA  
**Majors** B.S Business Administration  
Human-Computer Interaction (HCI)  
**GPA** 3.68/4.00  
**Graduation** May 2021

## SKILLS

Sketch, Adobe Suite, HTML/CSS

## PROJECTS

### Acoustic Art

*UX Researcher + Designer* | Oct 2019 - Dec 2019

- A music sharing application that helps local audiences interact with public art in a multimodal way
- Conducted 16 interviews using techniques such as observe and intercept, usability tests, experience prototyping and speed dating
- Identified user needs and iterated on low fidelity mockups and tested product to fit needs

### Submeet

*UX Designer* | Sep 2019 - Oct 2019

- An app that eases the process of subletting for CMU students by using a match based algorithm
- Conducted 1 on 1 user interviews, completed user journey mapping to understand problem space
- Developed a list of user goals and iterated lo-fi and hi-fi prototypes to fit those goals
- Created a list of user tasks and led think-aloud protocols during user testing

## EXPERIENCE

### Amazon

*UX Design Intern*, Seattle, WA (remote) | Jun 2020 - Aug 2020

- Designed a highly visible and actionable dashboard for Adaptive CMS, an internal system that enables Alexa teams to craft tailored experiences for Alexa and Echo customers
- Conducted discovery interviews with stakeholders representing 8 different countries to understand universal pain points and needs
- Led feedback sessions with stakeholders after designing 10+ different iterations of dashboard
- Communicated project scoping and design choices with PM and front-end engineer intern

### Dog and Rooster

*Web Design Intern*, San Diego, CA | Jun 2019 - Aug 2019

- Redesigned an in-house app after extensive background research, prototyping and testing
- Worked closely with front-end engineers to test and debug web and mobile responsiveness
- Created several home page and inside page mockups for clients such as the Emergency Climate Fund and the Aliien Getty Foundation

### HCI Research, Artificial Intelligence Audio Games

*Researcher*, Pittsburgh, PA | Jan 2019 - May 2019

- Analyzing novel methods and systems to collect diverse sounds in the home
- Annotating and collecting sounds with strong labels to push large scale datasets to further AI development for companies Philips and Bosch
- Creating literature review of academic and industry sources, including a research paper to be published and presented at CHI conference