

Chiara Amisola

Product & creative design for impact

WEBSITE
chia.dev
chia.design

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↗ EDUCATION

Yale University

EXPECTED MAY 2022

Computer Science & Art (3.6 / 4.0)

Leadership: Women in CS, UX Society, WYBC Yale Radio, The Politic, Yale Women's Center, oSTEM

↗ SKILLS

Visual Design, Wireframing and Mockups, Rapid Prototyping, User Research, Product Strategy, Analytics & Content Strategy

↗ TOOLING

Design — Adobe CC, Figma, Sketch, Invision, Framer, WebGL, Unity, Blender

Code — HTML/CSS3/Sass, JavaScript/TypeScript/Flow, Vue, React, Node.js, three.js, p5.js, Webpack, Yarn, Python, C

↗ HONORS

2019 Speaker @ Grace Hopper Australia

2018 Women of Silicon Valley Feature

2018 AnitaB.org Student of Vision, Speaker @ Grace Hopper Celebration Keynote (audience: 20,000+)

2018 Microsoft Imagine Cup National Top 3 Finalist, Philippines

↗ SELECTED WORK

lboto.ph — Voter education & campaigns for the Philippines, >2m engagements in 3 weeks during the elections. I lead a team of 25. React & TypeScript.

Technology.ph — Designing & editing a twice-a-month digest on creativity & tech for >450 readers. I manage a design & editorial team of 10.

Round — On introspection and navigation. Socket.io, Node.js, & Firebase.

Batid — Citizen security web app for civic engagement and safety. Azure, React, & Globe Labs APIs. Microsoft Imagine Cup Finalist.

Also writing on computational justice, building indie games, narrative fiction, and exploring Southeast Asia's tech systems—chia.dev.

Rappler — Tech & Product Design Intern

JUN 2019 - AUG 2019

Researched and designed end-to-end web experience for newsroom documentation & collaboration. Developed internal tool with Node.js & Vue over Wiki.js for 60+ staff.

Designed and implemented front-end assets (CMS, text editor) and login flows. Wrote product & onboarding docs. Audited & redesigned Wiki.js visuals to align with brand.

Twitter — #EarlyBird

CASE STUDY

MAY 2019

1 of 35 from >5,000 applicants in a week-long sophomore program building & pitching to senior leaders.

Luminus, Yale Helix — Fellow

SEP 2018 - MAY 2019

Led design and engineering in team of 8. Launched MVP for healthtech IoT service in <2 months, decreasing time spent in hospital supply rooms by 75%. React & Firebase.

Designed full progressive web app experience. Led design sprints with healthcare practitioners. Refined product through usability tests, field studies, & 100+ interviews.

Edukasyon.ph — Design Intern

APR 2017 - MAY 2017

Designed visuals, UI components, mockups, & prototypes shipped to >10m users. Conducted heuristic analysis evaluations for web & A/B testing on marketing funnels. Assisted in product growth on competitive analysis presentations & user research.

↗ BEYOND

Developh — Founder

ORG WEBSITE

Scaled tech & education nonprofit to impact >75,000 youth in 11 countries leading a 42-person team through our accelerator, hackathons, conferences, & courseware. Co-designed brand & assets, developing in-house platforms/projects. Connected >200 students to tech careers, grew to 50+ communities, presented at 40+ tech events.

Direct accelerator for Southeast Asia, managing venture growth of 10+ teams and nonprofits from fashiontech to govtech. Brought >10 products from ideation to launch, working from product management, product strategy, marketing funnels/analytics, user research, creative strategy, to building & deploying internal tools.

User Experience Society — Founder & President

ORG WEBSITE

Founded Yale's undergraduate design group & consultancy with 24 members. Lead & co-design a human-centric club curriculum, prepare workshops on web engineering, design tools, & UX research, and manage + deliver client projects.

Yale Center for Collaborative Arts & Media — Fellow

Youngest fellow building interdisciplinary creative projects, exhibiting and holding workshops. Exploring: VR, computational justice, creative code, p2p web, & game dev.

Center for Innovative Thinking at Yale — Student Advisory Board

Advising growth & programming of entrepreneurship & accelerator across Yale with 20+ programs & 10+ teams per semester. Organizing 100+ person hackathon.