

# BRIANNA CHEN

UX ENGINEER

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## PROFILE

*I'm a designer and developer committed to making beautiful user experiences.*

I have a background in both Computer Science and Art, and use these seemingly disparate fields in projects as both a UX Designer and Developer.

In recent years, I have also enjoyed learning and practicing UX research methodologies to help inform design and enhance user experience outcomes.

Maintain a secret clearance.

## EDUCATION

### UNC Charlotte, NC

- Masters in Computer Science, 2015
- Game Design Certificate, 2015

### University of the Cumberlands, KY

- Bachelors in Art with concentration in Oil Painting, 2011
- Minor in Business Management Information Systems, 2011

## EXPERIENCE

### MITRE

2016-Present

#### Group Lead (2022 - Present)

- Directly manage and conduct performance reviews of 5 early career professionals
- Identify and shape project opportunities for staff across the division
- Provide professional and technical guidance

#### Lead UX Engineer and Task Lead (2019 - Present)

- Have worked with 10 different sponsors on over 50 different projects spanning multiple domains, agencies and technologies
- Lead teams of up to 10 technical staff
- Work directly with stakeholders spanning government, industry and academia
- Lead user experience design and research activities including user interviews, heuristic evaluations, facilitation, mock-ups, rapid prototyping and more
- Perform front-end development using modern web frameworks and technology stacks
- Create curriculum and teach Vue technical course at MITRE Internal institute
- Work across teams as a UX technical SME; bridging the gap between UX and development, technical and non-technical users
- Created the position and definition of UX Engineer at MITRE
- Conduct resume and phone screens, technical panel interviews and one-on-one sessions as member of core department hiring team
- Lead the public website design and creation of MITRE lead coalitions

#### Graphics / Visualization Software Engineer (2016)

- Created reusable component library in AngularJS for use in rapid prototyping within the MITRE REACT Lab
- Developed and designed software with a concentration on visualizations and dashboards using modern web frameworks

## SKILLS

### Development

HTML & CSS / SCSS / SASS  
Vue, React, Angular  
Python, C#, Java, JS  
MongoDB, SQL, MySQL  
Visualizations (D3)  
Docker

### Software

Adobe XD  
Illustrator  
Photoshop  
Visual Studio Code  
Sketch

### Design / Research

Rapid Prototyping  
Heuristic Evaluations  
User Facilitation  
UI / UX Design  
Journey Maps  
Personas  
Graphic / Visual Design

### Other

Project Management  
Jira  
GitFlow  
Illustration  
Mentorship