

# Caroline Jiang

carolinejiang.com  
carolinejiang01@gmail.com  
917-767-2612

---

## EDUCATION

### Carnegie Mellon University

Pittsburgh, PA // Class of 2024

B.S. in Business Administration

Additional Major in Human-Computer Interaction

3.61/4.00 GPA // Dean's List 2021, 2022

Alpha Kappa Psi // Design Chair, Recruitment Committee, VP of Class)

HCII Research Lab // Research Assistant

Lunar Gala // Model

---

## EXPERIENCE

### User Research Assistant @CMU HCII Research Lab

January 2022 - September 2022 // Pittsburgh, PA

Participated on a research team, the Future of Transit Work, to bring autonomous vehicle technology to the Pittsburgh bus lines. Synthesized data from research papers, wrote interviews, held focus groups, performed user research, collaborated on a team.

### Business Management Intern @Manhattan Rhinestone Inc.

May 2021 - September 2021 // New York, NY

Shadowed company CEO at high fashion jewelry production and design company to assist in business management. Helped design and implement new filing system for online forms to replace outdated system.

### Design Lead @CMU Covid-19 Innovation Project

May 2021 - September 2021 // New York, NY

Lead a team of 4 to create an online website for a food bank in order to address food insecurity in the Pittsburgh area. Used Figma + Adobe CC for prototyping.

---

## PROJECTS

### eat! // UX Researcher & UX Designer @UX Design Project Course

October 2022 - December 2022 // Pittsburgh, PA

Designed the user experience, UI, and visual identity of a mobile virtual reality application that combines social media and review platforms.

### PawPad // UX Researcher & UX Designer @Interaction Design Project Course

November 2022 - December 2022 // Pittsburgh, PA

Researched pain points in the pet adoption process from both the adopter and shelter side. Used storyboarding, rapid prototyping, wireframing, and data visualization to develop a dashboard and mobile application.

---

## SKILLS

Adobe CC  
Figma // Miro  
HTML + CSS  
Javascript

Wireframing  
Prototyping  
Sketching  
Visual Design

Affinity Diagraming  
User Research // User Testing  
Information Architecture  
Interaction Design