

Sara Lin

San Francisco, CA

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<http://www.accidentaldreams.com/>

EDUCATION

Master of Engineering in Computer Science, *Cornell University*

June, 2008

Bachelor of Science in Computer Science, Cum Laude, *Cornell University*

June, 2007

SKILLS

Skills: Heuristic Evaluation, Contextual Inquiries, Cognitive Walkthrough, Interaction Design, Rapid Prototyping, Front-End development, Visual Design

Programming Languages: XHTML/CSS, PHP, JavaScript(Prototype/Script.aculo.us, jQuery), Java, C, C++

Digital Arts: Photoshop, Illustrator, InDesign, OmniGraffle, Visio, Flash, iMovie, Final-Cut Pro

Languages: fluent in speaking, reading, and writing Chinese

WORK AND PROJECT EXPERIENCE

Microsoft Corp. (Mac Business Unit) – *Software Developer in Test*

Mountain View, CA

Work closely with project manager to ensure the quality of the user experience of the next version of Mac Office; provide feedback on user interface design through automatic and manual evaluation.

summer 2008 - present

Cornell HCI Lab – *HCI Graduate Researcher*

Ithaca, NY

Designed the user interaction, interfaces, and graphics for Mindless Eating Challenge, a mobile game that uses a virtual pet to motivate users to adapt to healthy eating habits; developed the initial game prototype and admin website using J2ME and PHP.

spring 2008

Goldman Sachs – *Summer intern, UI Designer/Front-end Developer*

New York City, NY

Conducted usability evaluation of the existing employee directory; redesigned and implemented the UX/UI for the new GS employee directory.

summer 2007

Cornell Mann Library (SmartMap) – *Project Lead, UI/UX Designer*

Ithaca, NY

Designed UX/UI for SmartMap, an interactive navigation system for the recently expanded Cornell Mann Library; developed Smartmap using Prototype and Script.aculo.us JavaScript frameworks; coordinated teamwork, led weekly meetings with Mann Library clients.

spring 2007 – spring 08

<http://smartmap.mannlib.cornell.edu/>

Geuka – *Graphic Artist*

Ithaca, NY

Designed the overall look & feel, game characters, and background graphics for the top/down strategy game, Geuka.

fall 2006

<http://www.geuka.org/index.php>