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# LUCY CHEN

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(630) 451-8096 • San Francisco, CA • lucychen.com

## EDUCATION

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**Georgia Institute of Technology** May 2022  
**M.S. Human-Computer Interaction**  
Atlanta, GA

**University of California—Berkeley** August 2019  
**Graduate-level Study: Psychology**  
Berkeley, CA

**University of Minnesota—Twin Cities** May 2018  
**Bachelor's in Physics, Physiology, Public Health**  
Minneapolis, MN

## OTHER EXPERIENCE

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**Lead Presenter**  
**AMIA Clinical Informatics Conference (CIC) 2025**  
May 2025  
> Designed & facilitated a sold-out workshop on Design Thinking in clinical environments

**Accessibility Co-Chair**  
**ACM Interactive Media Experiences**  
July 2021 - July 2022

**Lead Health Coach, Clinical Care Coordinator**  
**JumpstartMD**  
November 2018 – July 2020  
> Collaborated with tech team to launch COVID cardiometabolic telemedicine product

**Product Designer**  
**Freelance**  
January 2013 – Present  
> Provided product, UI/UX, interaction, visual, and strategy design specializing in non-profits & start-ups

## SKILLS

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**Relevant Tools:** Midjourney  
HeyMarvin  
Figma Solidworks  
Qualtrics MATLAB  
Sketch Claude for UX  
Lasers Adobe CC Suite  
NREMT WCAG 2.1/2.2

## HCI EXPERIENCE

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**Interaction Design Lead** July 2022 – Present  
**Verily (Google Life Sciences)** San Francisco, CA  
> Currently leading UX for Verily Wastewater, defining AI-analytics & data products for research & global public health  
> Previous UX Lead for Verily's highest revenue-generating enterprise product (successfully acquired by Elevance Health)  
> Led cloud-based, enterprise product design from pre-launch, launch process, and post-launch iteration  
> Designing consumer mobile app strategy for AI preventative care product serving under-resourced populations  
> Selected to kick off AI learning series for 50+ person team  
> Led design for multimodal clinical study wearable & companion mobile app through 510(k) approval process  
> Created design system components & documentation for enterprise & consumer design libraries

**UX Designer, Strategist** June 2021 – June 2022  
**Logitech** Newark, CA  
> Led product team developing novel input modalities for specialized usage environments  
> Led UX & market research on longitudinal hardware-software interactions & wearable device usage  
> Created 2nd generation Xbox Adaptive Gaming controller products  
> Designed B2C companion app, packaging, marketing, and onboarding UX for new product suite  
> Developed inclusive design principles for multimodal design, in use by multiple product development groups  
> Collaborated daily with Industrial Design, CMF, Business, and Product partners

**Interaction Designer - HMI** September 2020 – February 2021  
**Toyota Research Institute x Georgia Tech** Atlanta, GA  
> Created in-vehicle experience design to inform Level 4 and 5 autonomous vehicle interaction patterns  
> Led HMI design for a Toyota Research Institute research project by creating data-informed, experimental UI

**UX Designer & Researcher** August 2021 – May 2022  
**C21U Lab** Atlanta, GA  
> Conducted user recruitment, interviews, and data analysis for research on usability of blockchain-based credentialing  
> Built B2C iOS app with MIT-based engineering team for digital credentials in higher education