

LUCY CHEN

(630) 451-8096 ◦ San Francisco, CA ◦ lucytcchen.com

EDUCATION

Georgia Institute of Technology M.S. Human-Computer Interaction Atlanta, GA	May 2022
University of California—Berkeley Graduate-level Study: Psychology Berkeley, CA	August 2019
University of Minnesota—Twin Cities Bachelor's in Physics, Physiology, Public Health Minneapolis, MN	May 2018

OTHER EXPERIENCE

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

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

HCI EXPERIENCE

Interaction Design Lead Verily (Google Life Sciences)	July 2022 – Present 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 Logitech	June 2021 – June 2022 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 Toyota Research Institute x Georgia Tech	September 2020 – February 2021 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 C21U Lab	August 2021 – May 2022 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	