

Ruby Chen

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Education

Boston University

Boston, MA | May 2026

B.A. in Computer Science and Minor in Visual Arts

GPA: 3.76/4.00

Relevant Coursework: UX/UI Design Workshop, UX Design X-Lab Practicum, Intro to Web Dev, Web Application Development, Graphic Design Studio I, Graphic Design Typography I, Software Engineering, Data Structures & Algorithms, Computer Systems

Projects & Awards

Talentora AI | Co-Founder & Head of Design

Sept 2024 – Present

- Co-founded an HR tech platform enabling real-time, LLM-based AI-driven candidate assessments with ATS integrations and sentiment analysis
- Led UX design efforts, branding, wireframes, and user interviews in a 7-member team of engineers and designers
- Raised \$1K in funding; selected for Innovate@BU's Innovation Pathway, Launch Lab, and nominated for Audience Choice Award for BU Spark! Demo Day

Via | 1st Place BU Catalyst Designathon – Accessibility Track

Mar 2024

- Designed and prototyped 25+ screens for a map-based app that enables users to rate and review the accessibility of public routes and locations
- Collaborated in a 3-person team using Figma, Adobe Illustrator, and Google Forms for a rapid 2-day project sprint

BCS Social Justice App | DS488 - UX Design X-Lab Practicum

Apr 2025

- Created a web platform for client Dr. Starks to deliver coaching, foster community, and distribute social justice resources
- Implemented key features including account creation, calendar-booking system, digital community forum, and digital storefront, cumulating over 30+ wireframes
- Conducted user testing and iterated designs to enhance onboarding, dashboard usability, and community interaction

Experience

Teaching Assistant | DS280 - Spark! UX Design Workshop

Boston, MA | Jan 2025 – Present

- Assisted in delivering lectures and live demonstrations on UX principles, methodologies, and design thinking frameworks to a class of 20–30 students.
- Lead in-class tutorials and workshops, guiding students through hands-on projects and design exercises focused on improving user experience and interface design.

Medical Illustration Intern | Brigham and Women's Hospital

Boston, MA | Sept 2023 – Dec 2023

- Illustrated multi-paneled medical illustrations detailing an Ultrasound Guided Tumor Resection using Procreate and Adobe Photoshop, totaling over 20 hours of work
- Watched live-action brain surgery to produce 40+ sketches and a presentation to be shared with other professionals
- Maintained communication and organization of resources between Dr. Linda Bi, Professor Lynne Allen, and John Harrington

Leadership

Design Head | BostonHacks

Boston, MA | Jan 2023 – Present

- Led design team, established branding, merchandise, and promotional graphics for BostonHacks 2025, 2024, and 2023.
- Fostered cross-team collaboration by maintaining clear communication with Directors and four other teams comprising of 50+ members

GD Chair, PR Chair, Upperclassmen Advisor | Chinese Student Association

Boston, MA | Dec 2022 – Present

- Directed design and public relations strategies, producing digital assets and managing event branding using Figma, Procreate, and Adobe Creative Suite.
- Organized 10+ cultural and networking events, promoting Chinese heritage and engagement among 150+ members
- Mentored underclassmen by establishing a mentor/mentee program and facilitating bonding events amongst 20+ e-board members

Skills/Interests

Skills: User-centered Design, Interaction Design, User Research, Sketching, Wireframing/Prototyping, Storyboarding, Illustration, Graphic Design, Branding, Web Development

Software: Figma, Procreate, Webflow, Adobe Creative Suite, Miro

Programming: Python, Java, HTML, CSS, React, NextJS, Assembly