

Chia Amisola

<https://chia.dev>
Designing, developing, and nurturing
radical experiences for creators & communities.

☀ Light 🌙 Dark

Spotify
Design Intern
06.2021—

Incoming Product Design Intern on the Platform team.

Kumu
Product & Design
10.2020—05.2021

Empowering Filipino creators and building authentic connections.
Redesigned end-to-end Klips/short video editor & flow, Kumu's
game metaverse, & evangelized + lead design ops & systems.

Works of Heart
Design Intern (P/T)
7.2020—10.2020

Research, consultancy, & design at a social impact studio.
Designing pedagogy & front-end for Martial Law Museum, led
web & front-end on COVID + Education web experience.

Teleport
Intern to Associate
Product Designer
5.2020—10.2020

Designing for iOS, front-end eng, specs, & user research for
early-stage. Own full end-to-end web, GTM/growth, customer
exp, all non-mobile design, discovery areas. Also: UX writing,
branding + design system, roadmapping, & community.

Rappler
Tech Intern
6.2019—8.2019

Solo built newsroom documentation tool optimizing archival
& collaboration for 60+ staff. Designed CMS, editor, & flows.
Produced UI assets, held sprints & interviews, wrote spec &
maintenance docs. Vue, Node, Wiki.js. Tech journalism work.

Twitter
#EarlyBird
5.2019

1 of 35 from 5,000+ in a week-long program. Designed early
Quote Retweet & Profile QoL fixes, pitching to senior leaders.

Luminus, Yale Helix
Tech & Design (P/T)
8.2018—5.2019

Led end-to-end design & engineering in team of 8. Built MVP in
<2 months, lowering time wasted in supply rooms by 75%. Hosted
design sprints & guided 100+ user interviews.

Edukasyon.ph
Design Intern
4.2017—5.2017

Designed graphics, interfaces, & prototypes for >1m students
Tracked product KPIs, & audited edtech market, manage
projects, write specs. Increased conversion by 230%.

Communities

Developh
Founder & Director
6.2016—

Scaled nonprofit to impact 100,000+ in Asia with community of
1,500+, manage team of 42+. Strategize and execute programs,
accelerator, events (workshops, hackathons), and ventures.
Manage & co-create initiatives with millions in reach. Advised
12 ventures from ideation–market. Analyze & advise Philippine
startup ecosystem growth, community & ecosystem building.
e.g. load fund serving 2k Filipinos, Tech x Humanity Fellowship,
teaching workshops 3x a month, mentorship, 'new school' open
design curriculum, Php200k+ for fundraisers for social justice

UX Society
Founder & President

Founded & lead Yale's only undergraduate design organization &
consultancy. Construct curriculum, hold workshops, and serve
15+ clients around New Haven a semester on work from branding/
identity to end-to-end redesigns.

Yale CCAM
Fellow

Youngest fellow building creative projects, exhibiting & holding
workshops. Exploring VR, game dev, creative code.

Yale Women's Center
Public Relations

Manage projects & PR for 6,000+ constituents in New Haven.
Produce content, print & digital graphics, & websites for 20+
resident orgs and the center working on issues of justice.

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LinkedIn: [/in/amisola](https://in/amisola)

Education

Yale University (Expected 5.2022)
Computer Science & Art

Founder @ User Experience Society, Design @
Yale Radio, Design @ Yale Women's Center

Awards/Speaking

2020 UXPH Conference Speaker

2020 National Science Month Speaker

2020 Adobe Design Circle Scholar
1 of 10 in Adobe's inaugural global design
fellowship for good.

2020 Palantir Women in Technology

2019 KPCB Design Fellow Finalist

2019 Speaker @ Grace Hopper Conf

2019 Speaker @ Grace Hopper Aus.

2018 Women of Silicon Valley Feature

2018 AnitaB.org Student of Vision, Speaker
@ GHC (audience: 20k+)
Grace Hopper Celebration Keynote Speaker

2018 Microsoft Imagine Cup, 3rd Place

Selected Projects

Philippine.design—Decolonized design
curriculum, archive, and indie design press.

Writing—200,000+ reads on product, tech,
and prose. Medium & chia.blog.

lboto.ph—Voter education platform, 3m+
engagements in 3 weeks. Led team of 25.

Technology.ph—Writing & producing a tech
& culture digest for 900+ readers.

Indie Game Development—Net art and IF
with over 10k plays and 3 exhibitions.

Batid—Citizen security & safety tools.
Microsoft Imagine Cup Top 3.

badinter.net—Essays and studies on the
internet history of the Philippines.

Also creating net art, rethinking creative tools,
reviving radio, & exploring the p2p web—chia.dev.

Tooling & Interests

Design—Adobe Creative Suite, Figma,
Sketch, Framer/X, InVision, Principle

Code—HTML/CSS, JS/TypeScript, Vue,
React, p5.js, SwiftUI, Unity, C, Ruby

Between—Webflow, no code, automation

Likes—Worldbuilding, speculative/systems
design, mapmaking, org development.

*I like to prototype in code, creating tangibly.

**My strengths are in documentation, product,
working with ambiguity, poetic chaos.