

CHIA AMISOLA	HELLO@CHIA.DESIGN WWW.CHIA.DESIGN	Creative technologist and writer in radical pursuit of the web, words, & worlding by the systems that shape them.
		View this resume in LIGHT or DARK
WORK	FIGMA 9.22—	Designing Prototyping 〰️. ✂️
	KUMU 10.22—12.21	Leading redesign of profile, economy/rewards & progression systems. Sole designer of games used by 100K streamers & 2M viewers monthly. Designed short video features with 500K MAU. Also product & decks.
	SPOTIFY 06.21—08.21	Made components & patterns for the Encore design system. Audited, inventoried, & designed new web component. Wrote documentation. Focus on l10n, a11y, internal tools, prototyping, & systems thinking.
	WORKS OF HEART 07.20—10.20	Content & design at a social impact design studio. Co-created visual novel with 3 other designers, focusing on product & prototyping. Wrote and designed modules and pedagogy for the Martial Law Museum.
	TELEPORT 05.20—10.20	Co-designed iOS experience with senior designer. Led end-to-end design of website, customer experience, marketing, and social.
EDUCATION	YALE UNIVERSITY	Computing & the Arts (with Distinction, Cum Laude, Sudler Prize) Thesis: Engine —A browser-based gamemaker that is a game in itself.
COMMUNITIES & PROJECTS	AMBIENT & NET ART	Creating, teaching, & gathering around the internet and sound. Taught 20+ workshops, created 15+ net art pieces over the past years.
	DEVELOPH	Community for mission-driven Filipino technologists. Engage 200K+ through programming annually, scaled organization to 2K members. Organize 60+ events & programs yearly, teach regular workshops. Lead development of campaigns & resources with 5M+ in total reach.
	KHAENRI ' AH LORE PROJECT	Genshin Impact's largest lore community. Scaled to 3K Discord, 11K followers, 150K+ sessions in <4 months organically. Developed design system, templates, website, bots, & databases (Discord.js/Notion API) used by team of 25+ volunteers. Edited 50K+ words of content.
SPEAKING & AWARDS	2022	Sudler Prize (Yale College's Top Arts Prize), Kleiner Perkins Design Fellow
	2021	UX+ Conference Speaker, Processing Foundation Fellow, QBO Fellow
	2020	Adobe Design Circle Scholar, Palantir Women in Tech Scholar, UXPH Conference Speaker, CCAM Studio Fellow
	2019 & OLDER	Grace Hopper Conference Keynote Speaker, Grace Hopper Australia Speaker, Microsoft Imagine Cup 3rd Place
TOOLING & INTERESTS	EXPLORING	Net & ambient art, a poetic web, gathering, maintenance & invisible labor, experimental sound art, field recording, memory
	RESEARCH INTERESTS	Worldbuilding, creative tooling, speculative design, indie publishing, folk/community archival, media theory, mapmaking, P2P web
	DESIGN	Photoshop, Figma, Framer, Sketch, XD, InDesign, Illustrator, Origami
	CODE	Prototyping in code (HTML/JS). HTML/CSS/SASS, JS/TypeScript, Vue, p5.js, SwiftUI. Token engineering. MEVN. JavaScript API design.
	BETWEEN	Product, documentation, DesignOps, organizational development, automated workflows, Webflow, CleverTap, Amplitude, basic SQL