

Chia Amisola

HTTPS://CHIA.DESIGN HTTPS://CHIA.DEV
Designing, developing, and nurturing
radical experiences for creators & communities.

CHIARA.AMISOLA@YALE.EDU

LIGHT or DARK

Spotify
Design Intern
06.2021—

Incoming Product Design Intern on the Platform team.

Kumu
Product & Design
10.2020—

Empowering Filipino creators with community & internet economies. Designed Klips (short video) editor, player, & highlights features; UX for social gaming metaverse, & evangelized design ops & systems.

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

Research, web, and design at a Filipino social impact design studio. Writing pedagogy and designing web for the Martial Law Museum, co-created a web-based interactive visual novel.

Teleport
Product Designer
5.2020—10.2020

Early-stage iOS app on curation, commerce, and cultural production. End-to-end design, UXR, (& dev) of onboarding, website, customer experience, profile, & social areas—plus product & documentation.

Rappler
Tech Intern
6.2019—8.2019

Leading Filipino digital media company. Designed and developed a documentation tool optimizing archival & collaboration for 60+ staff. CMS, editor, UI, user research, and wrote spec & maintenance docs.

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.

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

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

Edukasyon.ph
Design Intern
4.2017—5.2017

Designed graphics, interfaces, & prototypes for edtech web app, increasing conversion by 230%. Assisted in ideation, R&D, and events.

Communities

Developh
Founder & Director
2016—

Better technologists. Scaled to 200,000+ with community of 2,000+. Develop, design, & execute programming with millions in reach. Work on systems, education, ecosystem development, writing, and community building with 100+ volunteers.
e.g. load fund serving 2,000 Filipinos, teaching 3x a month, Fellowship, teaching workshops 3x a month, mentorship, open computing & design curricula, raised Php200k+ for social justice

UX Society
Founder & President

Founded Yale's undergraduate design organization & consultancy. Design education, career development, mentorship, serve 10+ clients per semester from identity to end-to-end redesigns.

Yale CCAM
Studio Fellow

Youngest fellow building creative projects, exhibiting and teaching workshops. Exploring VR, game dev, creative code.

Women's Center
Community & Design

Manage projects 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.

Education

Yale University (Expected May 2022)
Computer Science & Art

Fellowships, Awards, & Speaking

2021 QBO Philippines Community Fellow

2020 UXPH Conference Speaker

2020 National Science Month Speaker

2020 Adobe Design Circle Scholar
1 of 10, inaugural global design fellowship.

2020 Palantir Women in Technology

2019 Speaker @ Grace Hopper Conf

2019 Speaker @ Grace Hopper Aus.

2018 Women of Silicon Valley Feature

2018 AnitaB.org Student of Vision, Speaker
@ GHC Keynote (audience: 20,000+)
Grace Hopper Celebration Keynote Speaker

2018 Microsoft Imagine Cup, 3rd Place

Selected Work

philippine.design

A new design curriculum, archive, and press.

Writing (generally)

200,000+ reads on Medium & chias.blog.

Iboto.ph

Voter education. 3m+ engaged in <3 weeks, led team of 25. Made for the 2019 midterms.

Technology.ph

Critical technology essays on the Philippines.

Indie game development

Net art and interactive fiction. 20,000+ plays.

badinter.net

Internet history, fandom, and culture.

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

Tooling & Interests

Design

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

Code

HTML/CSS, JS/TypeScript, Vue, p5.js, SwiftUI

Between

No code/automation, anything product

Research Interests

Worldbuilding, speculative & systems design, mapmaking, organizational development.

*I like to prototype in code, creating tangibly.