

Noa Chazan

Designer + Developer



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Skills

Frontend iOS / Web
Development

Graphic Design

UX and Game Design



Work Experience

Google

Summer 2016, 2017

Added multiple features to Google Slides on iOS as a Software Engineering Intern. Developed UI spanning between native and cross-platform VM code. Added multiple features to Google Translate within search and on mobile web as an Engineering Practicum intern. Primarily built out web UI but also worked on communication with different Google services, such as spelling correction and search and developed a prototype for a user study.

Bitcamp

2016-2017, 2017-2018

As director of design for Bitcamp 2017 and 2018, I designed the website and other material, ran the COLORWAR design competition, helped organize the hackathon, and created the Design Trail design competition.

Fireside21

Summer 2015

Designed and built online document editing system with inline comments, improved internal monitoring software, and created a background task coordinator for the server.

National Library of Medicine

Summer 2014

Created a website for gathering computer vision training data. Developed an algorithm for detecting signs of tuberculosis in chest x-rays.



University of Maryland,
College Park

Computer Science major
Graphic Design program
Minor in Math

Design Cultures and Creativity
Honors

Computer Science Honors

GPA 3.83

Graduated Spring 2018

Accolades



HackMIT 2016 Winner,
2017 Top 10 Finalist

DC Area Addy Award
Winner 2017
(Student Silver Medal)

Flux Student Design
Award 2018 Winner
(Web/Interactive)

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Research

Human-Computer Interaction Lab 2013, 2016

Web development and data analysis for ProjectSidewalk with Prof. Jon Froehlich, using machine learning and crowdsourcing to study the accessibility of DC's streets. Developed data visualizations for Project Thermal with Prof. Froehlich, focusing on the uses of cheap consumer thermal cameras.

A Temporal Thermography System for Supporting Longitudinal Building Energy Audits, UBICOMP 2017

An Initial Study of Automatic Curb Ramp Detection with Crowdsourced Verification Using Google Street View Images, AAAI Conference on Human Computation and Crowdsourcing 2013

IDEAL Lab 2015-2016

Worked with Prof. Mark Fuge on research on reducing sets of complex 3D objects to a semantic space using machine learning and mathematical techniques to make digital design of objects easier for non-experts. Developed toy datasets representing specific types of semantic spaces, created visualizations, and worked on metrics.

Design Manifolds Capture the Intrinsic Complexity and Dimension of Design Spaces, Journal of Mechanical Design 139, 2017

How Designs Differ: Non-Linear Embeddings Illuminate Intrinsic Design Complexity, IDETC 2016

