

HAIN-LEE HSUEH

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OBJECTIVE

To design, create, and develop educational technologies that are deeply rooted in learning principles and especially tailored for the education domain.

EDUCATION

STANFORD UNIVERSITY
SCHOOL OF EDUCATION, CLASS OF 2012

M.A. candidate in **Learning, Design, and Technology**

CORNELL UNIVERSITY
COLLEGE OF ENGINEERING, CLASS OF 2009

B.S. in **Electrical and Computer Engineering**
Minor in **Computer Science**
Magna Cum Laude

COURSES

Core Mechanics of Learning
Software Engineering

Technology for Learners
Prototyping Interactive Systems

Qualitative methods
Design Thinking Bootcamp

SKILLS

Objective-C/iOS 5, Python/Django, PHP, HTML/CSS, Javascript/jQuery, SQL, Unix, Java, C/C++, Arduino
User-centered design and Qualitative research skills (interviews, prototyping, and refinement of ideas)

WORK EXPERIENCE

INTERN AT JUNYO, SPRING 2012

Designed and created web prototype interfaces of components of an LMS using modern HTML/CSS/Javascript technologies. Conducted user testing with students and teachers and synthesized feedback.

GAME DEVELOPMENT INTERN AT MOTION MATH INC, WINTER 2012

Participated in a fast-paced start-up developing math games informed by educational research and pedagogical principles. Helped with design and coding in iOS using Cocos2d and conducted user testing with kids.

APPLICATIONS ENGINEER AT ORACLE, 2009-2011

Worked on the Oracle Fusion Advanced Benefits application, which is part of a global enterprise software suite. Was also critical in early development of the Global Absence Management application.

SOFTWARE ENGINEER INTERN AT CISCO SYSTEMS, SUMMER 2007

Learned basic networking concepts and technologies, and developed internal software contributing to a unified configuration tool for routers.

PROJECTS

WEB PROGRAMMING AND DEVELOPMENT

Developed web applications as side projects. Samples at leehsueh.com.

iOS APP DEVELOPMENT

Developed and shipped an iPad application for special education titled "Put It Away," which teaches kids how to clean up different rooms. App is featured on various sites and blogs in the special education domain.