

Chance Castañeda

Master in Human-Computer Interaction, Carnegie Mellon University

Portfolio · chancecastaneda.com

EXPERIENCES

National Aeronautics and Space Administration (NASA)

Crew Interface Designer

Aug '25 – Present · Mountain View, CA

Lead design and prototyping of crew-facing interfaces for future Mars missions, supporting anomaly response, vehicle health monitoring, and Earth-independent operations.

Design and develop SwiftUI prototypes exploring human-AI collaboration for anomaly detection, diagnosis, situational awareness, and operational decision-making

Conduct usability studies with flight controllers, engineers, and project stakeholders to evaluate workflows for monitoring vehicle health and responding to system failures

Collaborate across design, engineering, and operations teams to translate complex mission constraints into intuitive interface experiences

Virtual Drug Screening, The University of Texas at Austin

Experience Designer

Aug '21 – May '23 · Austin, TX

Led a redesign of the student experience for a multi-year infectious disease research program, spanning physical environments, workflows, onboarding materials, and program operations

Designed interior spaces, educational materials, documentation systems, and research workflows as part of a holistic experience redesign

Recognized with university-wide honors for leadership and service; inspired transition to human-centered design

SELECTED DESIGN PROJECTS

CoALA Lab, Carnegie Mellon University

Research Designer

Oct '24 – Present · Pittsburgh, PA

Co-led design of InDecision, an AI-powered decision-making system that helps people surface, refine, and evaluate what matters most in complex personal decisions

Designed interaction models, conversational experiences, and decision frameworks exploring human-AI collaboration in open-ended decisions

Conducted pilot studies with early-career professionals to evaluate prompting strategies, reflection techniques, and interaction patterns

Designed and developed high-fidelity SwiftUI prototypes supporting speech-driven interaction and on-device Foundation Models

RECOGNITION

CHI '25 Tools for Thought Workshop — [Accepted Paper](#)

CHI '25 Tools for Thought Workshop — [Discussion Panelist](#)

Featured in [Microsoft's 2025 New Future of Work Report](#)

On-Device Eating Detection Using Core ML Sound Analysis

Research Designer

Feb '25 – May '25 · Carnegie Mellon University

Designed and prototyped an on-device dietary sensing experience using iOS and watchOS machine learning frameworks

Explored privacy-preserving approaches to detecting eating activity through ambient audio and motion signals

Designed and evaluated notification systems ranging from event logging and behavioral feedback to reflection-oriented interventions

Investigated how sensing technologies can support intentional eating while remaining adaptable to diverse goals, routines, and values

EDUCATION



Carnegie Mellon University

Master of Human-Computer Interaction (MHCI) · Aug '25



The University of Texas at Austin

B.S.A., Honors Biology · May '23

TOOLS & SKILLS

Human Interface Design · Interaction Design · Systems Design · Information Architecture · Design Research · SwiftUI · Swift Charts · CoreML · Xcode
Figma · Usability Testing · Protocol Development · ML Interaction · Cross-Functional Collaboration