# CLARICE CHAN

**Public interest technologist** tackling "responsible tech" problems at the intersection of product, privacy, policy and research.

## Contact

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## Leadership

### AAAS
RESPONSIBLE AI ADVISORY COMMITTEE
Advisor for building institutional infrastructure on public interest technology and responsible AI as a part of the AAAS Scientific Responsibility, Human Rights and Law Program.

### DAYS FOR GIRLS
VICE PRESIDENT, BOARD OF DIRECTORS
Days for Girls is a global non-profit focused on eradicating period poverty through providing access to resuable and sustainable products.

### LEADERSHIP TOMORROW (LT)
CLASS OF 2018
LT is a competitive civic leadership program bringing 80 leaders across the private, public, and nonprofit sector to tackle the biggest challenges facing the Pacific NW.

### SPECIAL ACT AWARD 2020
COVID-19 IMPACT AWARD (US GOVERNMENT)

### DC FEM TECH AWARD 2019

## Speaker Highlights

### GRACE HOPPER CONF 2020
Tech & Gov: Why Civic Leave matters

### TAPIA CONFERENCE 2017
Global Social Impact & Technology Panel

### EDGE WEB SUMMIT 2016
Keynote - Building a Modern Web Browser

## Additional

### CITIZENSHIP
The United States of America & Hong Kong

### MAKER / ARTIST
Mixed Media, Metalwork, Neon & more

## Experience

**PRESENT — SEP 20'**
### META PLATFORMS (FACEBOOK, INC.)

Product Manager - Data & Transparency, Public Interest Product
- Leading US 2020 elections research and transparency efforts at Facebook
- Engineering privacy-preserving data tools to facilitate cutting edge research
- Bridging private sector, public sector, and academia to strengthen democracy

**SEP 20' — JAN 19'**
### WHITE HOUSE PRESIDENTIAL INNOVATION FELLOW

Serving the U.S. Department of Veteran Affairs Office of CTO (GS-15)
- Bring design thinking and digital transformation to help modernize government
- Increase the usability and accessibility of Veteran services
- Drive cross-sector thought leadership to better serve our citizens

**JAN 19' — AUG 14'**
### MICROSOFT CORPORATION

Product Manager - Microsoft Education, AR/VR Product
- Built and deployed Mixed Reality experiences to expand the classroom (10K+ units sold)
- Run nationwide program democratizing MR to 20 underserved schools and libraries

Product Manager - Social Good for Windows
- Pitched and funded a new initiative around leveraging Windows for social impact
- Incubate and leverage our technology to solve high impact problems
- Build partnerships across non-profits, change makers, and social engineers

Product Manager - Microsoft Edge & Cortana
- Drove end-to-end product vision for bringing Cortana into Microsoft Edge
- Increased opt-in conversion rate to 25% up from systemwide 12% adoption
- Collaborated cross-team, cross-product to deliver high quality user experiences

**JAN 14' — SEP 13'**
### NASA JET PROPULSION LABORATORY
Human Interfaces Designer - Mars Rover Ops Lab

**SEP 13' — JUN 13'**
### ADOBE SYSTEMS
Digtal Media Intern - Instructional Designer

**APR 13' — JAN 13'**
### GOOD INC.
Video Production Intern

**SEP 12' — JUN 12'**
### THE WALT DISNEY COMPANY
Creative Services Associate, Disney on Broadway

## Education

### UNIVERSITY OF WASHINGTON
- Graduate Certificate in Human Centered Design & Engineering
- Focus: User Centered Design, User Research, and Prototyping

### UNIVERSITY OF CALIFORNIA - LOS ANGELES
- UCLA School of Arts and Architecture (GPA 3.88)
- B.A. in Design | Media Arts, with a minor in Film and Television
- Graduated top of class, Chancellor's Marshall Award 2014