TONY CHAN

UX Engineer

Interested in creating & implementing experimental ideas

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🌐 https://gmtchan.github.io

EXPERIENCE

● Intuit

Design Technologist   **Apr 2019 - Current**

- Work with designers & data scientists to turn future facing ideas into tangible prototypes to influence business direction
- Create in-house design tools to empower the design studio
- Design & implement a cloud based prototyping framework which enables designers to use production design system components to create stateful & logically complex prototypes without writing code
- Fulfill motion needs from icon animations to video reels

● Workday

Product Design Intern   **Jun 2018 - Sept 2018**

- Design Systems Team: Work on core components of the Canvas Design System to set guidelines for Apps teams
- Redesign the conclusion interface to support Workday's 50,000 tasks
- Construct & run 2 rounds of usability tests on 25 actual users
- Design 12 animations for Workday mobile. 6 pushed to production

● Nanome

UX Design Contractor   **Jan 2018 - Jun 2018**

- Sole designer and pioneer of the Matryx blockchain, a tournament styled collaborative platform with an intellectual property marketplace
- Heavily involved in content strategy, defining features, & user research
- Create 150+ hifi wireframes (+ iterations) and run 8 usability tests

● UCSD A.S. Graphic Studio

Webmaster   **Jan 2018 - Jun 2018**

- Collaborate with a visual designer to implement the 2018 Sun God Festival website from scratch using HTML, CSS, & JS
- Refresh older partner websites to be web and mobile responsive

● UCSD

Instructional Assistant   **Jan 2017 - Jun 2017**

- Courses: Data Science in Practice & Intro into Stastistical Analysis
- Lead weekly discussions with 20+ students, office hours, & review sessions
- Z, T, Non-parametric tests, chi-squared, probability, combinatorics
- Python, JSON, XML, SQL, PCA, model validation techniques, text mining

EDUCATION

University of California, San Diego

Sept 2014 - Dec 2018   3.7/4.0

Major: Human Computer Interaction

Minor: Computer Science

TOOLS

Sketch, Adobe XD

Adobe After Effects

Adobe Premiere Pro

Principle

Framer X

Axure

Google Analytics

Abstract

PROGRAMMING

ReactJS, Jquery, GSAP

CSS, SCSS

Firebase, AWS

C++, JAVA, Python

GIT

SKILLS

Wireframing

Low, Mid, & Hi Fidelity Prototyping

Motion Design

User Interviews, Surveying

Usability Testing

User Flows

Storyboarding

Journey Mapping

Heuristic Evaluation