TONY CHAN

Product Designer & Engineer

Interested in interaction design & experimental ideas

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🌐 https://tonychan96.github.io

EXPERIENCE

● 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 universal conclusion interface to better support Workday's 50,000 business and non-business process tasks
- Create 2 usability test scripts to assess 3 different iterations and conduct 25 usability tests on actual users
- Work in an agile environment, giving weekly debriefs to developers, PMs, stakeholders, and other designers involved with the project
- Design 12 high fidelity animations, each with 6-8 iterations for the mobile app with Framer.js

● 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, product management, defining features, interaction design, and visual design
- Regularly update competitor analysis and interpretations of user needs and personas
- Create more than 150 hifi wireframes (+ multiple 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 the ground up using Bootstrap
- 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 Creative Suite

Framer Studio

Principle

Invision

Figma

Balsamiq

Google Analytics

SKILLS

Wireframing

Low, Mid, & Hi Fidelity Prototyping

Motion Design

User Interviews

Surveying

User Flows

Storyboarding

Journey Mapping

Heuristic Evaluation

Usability Testing

A/B Testing

PROGRAMMING

HTML, BOOTSTRAP

CSS, SCSS

Javascript, Jquery

C++, JAVA, Python

GIT