

# TONY CHAN

## PRODUCT DESIGNER & ENGINEER

Interested in interaction design, motion, front-end development, & experimental ideas

### 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 process 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 Statistical 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 GRAPHICS

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