

# TONY CHAN

## PRODUCT DESIGNER & ENGINEER

Interested in interaction design,  
motion, front-end development,  
& experimental ideas  
<https://gmtchan.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 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