


# Tony Chan

## UX/UI Designer & Fullstack Developer

Designer & developer with startup experience in creating and implementing elegant, engaging, and functional interfaces

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<https://gmtchan.github.io> 

## Work Experience

### UX Design Contractor

Nanome

1/2018 - Present

La Jolla

VR for nanoscale design on a blockchain platform

- Redesign of the Matryx marketplace
  - ❖ Personas, user flows, site mapping, rapid prototyping, wireframes, user testing, usability tests

### Webmaster

A.S. Graphic Studio

12/2017 - Present

La Jolla

Design solutions for UCSD students, faculty and staff

- Work alongside other campus organizations to create web content for events
- Design & develop the 2018 UCSD Sun God Festival website
  - ❖ Bootstrap, heuristic evaluation, prototyping, site mapping, A/B testing, user flows, stakeholder analysis

### Webmaster Intern

TicktBox

09/2017 - 12/2017

San Diego

An intelligent digital marketing & ticketing platform

- Optimization of core web functions & QA testing (PHP, Cl3)

### UX/UI & Software Development Intern

64Pos

06/2017 - 09/2017

San Diego

Point-of-sale software for modern medical dispensaries

- UX/UI Project: A newsletter app for B2B professionals
  - ❖ Skills: competitive analysis, wireframing, prototyping, Photoshop, inVisionApp, site mapping
- Software Project: A point of sale web platform
  - ❖ Implement components of a website which helps businesses coordinate inventory, employees, etc.

### Instructional Assistant

University of California, San Diego

01/2017 - 06/2017

La Jolla

Courses:

- Data Science in Practice
  - ❖ Create extensive Jupyter notebook assignments
  - ❖ Host labs for 1 on 1 assistance for students
  - ❖ Material: Python, JSON, XML, SQL, PCA, model validation techniques, k-means clustering, text mining
- Intro into Statistical Analysis
  - ❖ Lead weekly discussions with 20+ students, office hours, and review sessions
  - ❖ Material: Z, T, & Non-parametric tests, ANOVA, Chi-squared, probability, combinatorics

## Education

### B.S. Cog-Sci: Human Computer Interaction Minor in Computer Science

University of California, San Diego

09/2014 - 12/2018

3.7/4.0

Relevant Coursework:

- Interaction Design
- Computer Organization & Systems Programming
- Advanced Data Structures
- Data Science in Practice
- Pro Web Design Practicum
- Interaction Design Startup
- Design for Development
- Usability & Info. Architecture
- Modeling & Data Analysis
- Cognitive Design Studio
- Civic Design
- Media & Design Practicum

## Personal Projects

### EventQR

01/2017 - 03/2017

- A web based application which generates and scans QR codes for events and automatically syncs the details (date, reminder interval, location, etc.) into Google Calendar
- Storyboarding, prototyping, wireframing, site mapping, usability testing, statistical testing, & Google A/B testing
- HTML, CSS, & Javascript
- Demonstrated the application for an audience of 300+

### M.I.A.

09/2017 - 12/2017

- Help build good driving habits with an AI teaching assistant who reduces visual cognitive load by providing real time audio feedback on the surroundings
- Design Forward San Diego 2017 competition
- Adobe Illustrator, Figma, storyboarding, competitive analysis, prototyping, wireframing, site mapping, & usability testing, user interviews, surveys

## Skills

### UX/UI

- Adobe XD
- inVisionApp, Figma
- GravitDesigner
- Storyboards/Personas
- Interactive prototyping
- Heuristic Evaluation
- User flows/scenarios
- User interviews
- Google Analytics

### Software Development

- HTML, PHP, CSS
- Javascript, JQuery, AJAX
- Bootstrap
- C/C++, Valgrind, GDB
- Java, J-Unit Debugging
- Python, NumPy, SciPy
- Multithreading
- Google Play Services
- Git