

Lancy Tan

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Experience

UI/UX Designer

Commit the Change, UCI / Oct 2020 - Present / Irvine, CA

- Created an educational video platform to promote interest in STEAM subjects for students ages 6-11 for a nonprofit
- Designed features of the lesson creation and editing pages, including making sketches, low/mid/high fidelity wireframes, and an analysis of user testing results using Maze
- Collaborated cross-functionally with a team of 14 designers and developers to discuss sprint goals and ensure a smooth handoff of designs for developer implementation
- Elicited nonprofit clients in meeting sessions to clarify project scope, constraints, updates on progress, and verify designs

Projects

UI/UX Designer

Simply To Do App / Feb 2021 - Apr 2021 / San Francisco, CA

- Executed a to-do list design that aims to balance organization and minimalism using Figma
- Performed competitive analysis on 4 similar apps and created personas to learn more about the target market

UI/UX Designer

Twitch Redesign / Mar 2020 - Jun 2020 / Irvine, CA

- Redesigned Twitch.tv's navigation system and information architecture to address its diversifying user base with a team of 4 designers
- Conducted heuristic evaluations, 2 user interviews, a survey with 50+ participants, and remote testing to find redesign targets

Relevant Coursework

- Human Computer Interaction
- Information Visualization
- Internet Apps Engineering
- Software Design
- User Interaction Software
- Social Analysis of Computing
- Requirements Engineering

Education

University of California, Irvine

June 2022

B.S. in Software Engineering

Minor in Informatics

Skills & Tools

Figma

Jira

Maze

UI/UX Design

Competitive Analysis

Heuristic Evaluation

User Research

User Flows

User Personas

User Interviews

User Testing

Sketching

Wireframes

Prototyping

Site Mapping

Requirements Elicitation

Programming

HTML/CSS

Python

Java

C/C++

Javascript

Typescript

React

Node.js

Angular

SQL