

Lancy Tan

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EDUCATION

University of California, Irvine

Jun 2022

Bachelor of Science (B.S.) in Software Engineering, minor in Informatics

GPA: 3.54

EXPERIENCE

UX/UI Design Intern / [Chillow](#)

Oct 2022 - Present

- Leading redesign of Chillow's mobile onboarding to improve user retention rate by simplifying account creation and improving information architecture
- Designing customer-facing features using Figma to incorporate 10+ property partners, driving business results and increasing flexibility for users
- Collaborating cross-functionally with engineering, marketing, and sales teams to champion user needs and customers' best interests

UX/UI Designer / [Dreams For Schools](#)

Jan 2022 - Jul 2022

- Developed a web application that streamlined instructor assignment to K-12 classes, reducing their workload by 30 hours each season
- Identified UX problems with the legacy system through user research and created storyboards, personas, site maps, and user journey maps to turn requirements into features
- Showcased launch-ready product and accompanying video presentation to sponsors at University of California, Irvine's 2nd Annual ICS Project Expo

UX/UI Designer / [Commit The Change](#)

Oct 2020 - Jun 2022

OC Habitats

- Digitized OC Habitats' form logging system by creating a desktop and mobile compatible application with a team of designers, engineers, and project managers
- Executed end-to-end design solutions by developing 20+ high fidelity wireframes and clickable prototypes, working within an agile development process
- Performed remote usability testing with customers using think-aloud protocol and utilized feedback to gain insight on user behaviors

Child Creativity Lab

- Designed an educational video platform for children ages 6-11 in partnership with Child Creativity Lab (CCL), a nonprofit that fosters creativity and problem solving in youth
- Oversaw designs for video lesson pages by creating mockups on Figma and working with engineers during implementation to optimize design delivery
- Analyzed KPIs and success rates from 19 user testing sessions on Maze and generated insights to support hypotheses and ensure customer satisfaction

TOOLS & SKILLS

Tools: Figma, Maze, Jira, Git

Programming: HTML, CSS, React, Angular, JavaScript, Python, Java, C/C++, SQL