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 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 user flexibility
- Collaborating cross-functionally with engineering, marketing, and sales teams to present designs, give sprint updates, and create an ideation roadmap

UX Developer / **Dreams For Schools**   Jan 2022 - Jul 2022

- Developed a web application that streamlined instructor assignment to K-12 classes at Dreams For Schools, reducing their workload by 30 hours each season
- Identified UX problems with the legacy system through user research and created storyboards, personas, site maps, user flows 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 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 using a design system
- Performed remote usability testing with customers and utilized feedback to influence design decisions and gain insight on user behaviors

Child Creativity Lab

- Designed an educational video platform for children ages 6-11 in partnership with Child Creativity Lab, an organization fostering creativity and problem solving in youth
- Oversaw designs for video lesson pages by creating low to high fidelity mockups on Figma and worked directly with engineers 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, TypeScript, Python, Java, C/C++, SQL