

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 to incorporate 10+ property partners, driving business results and increasing flexibility for users
- Collaborating cross-functionally with engineering, marketing, and sales teams to present designs, give sprint updates, and gain a holistic understanding of company direction

UX Developer / [Dreams For Schools](#)

Jan 2022 - Jul 2022

- Developed a React 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 heuristic evaluation and created storyboards, personas, and 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 click-through prototypes using reusable component libraries
- Performed remote usability testing with customers and utilized feedback to understand user behaviors and iteratively improve designs

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 low to high fidelity mockups on Figma and working directly with engineers during implementation
- 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