TONGYUN SHANG.

Creative User Experience Designer

CONTACT

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SKILLS

Design

Experience Design Interaction Design Graphic/Visual Design Information Architecture Data Visualization Wireframing Prototyping

Research

Contextual Inquiry Interviews Surveys Persona & Scenarios Competitive Analysis Affinity Diagram Agile Development Storyboarding Heuristic Evaluation **Usability Test**

Tools

Adobe Photoshop Adobe Illustrator Adobe XD Adobe Indesign Adobe After Effects Sketch Framer JS Principle InVision Github Wordpress Tableau

Programming

Jira & Trello

HTML5/ CSS Bootstrap C/C++/Java Javascript **JQuery**

EDUCATION

M.S. in Information

University of Michigan

Specialization in Human-Computer Interaction (HCI)

Cumulative GPA: 3.90/4.00

B.E. in Automation

Beijing Technology and Business University

Minor in Finance

Cumulative GPA: 3.77/4.00

Sept 2012 - Jul 2016 Beijing China

May 2017 - Dec 2017

Jan 2017 - Dec 2017

Ann Arbor MI

Sept 2016 - May 2018 Ann Arbor MI

WORK EXPERIENCE

Product Design Intern

FireEye, Inc.

Reston, VA Created and iterate mock-ups for CMS and other cyber security products of FireEye by working closely with stakeholders to define new features and enhance old features.

Explored the data visualization use cases in Helix dashboard and translate them into workflows and widgets. Updated the design style guide.

UX/UI Designer

SkySpecs Drone Company

Created work order system prototypes working closely with developers and stakeholders. Conducted usability tests using the developed system and iterate the design based on feedback and technical constraints.

Web Designer

Summit IDG

Sept 2016 - Nov 2016 Ann Arbor MI

Redesigned the website of Summit IDG in order to support the Wounded Warrior project by enhancing accessibility using web development knowledge.

PROJECTS

UX Researcher

Jan 2017 - Apr 2017 Ann Arbor MI

Sept 2016 - Dec 2016

Sept 2014 - Jan 2015

Ann Arbor MI

Beijing China

LSA Honors Program in U of M

Conducted usability evaluation of the program's online UI through interviews, surveys, heuristic evaluations and usability tests. Made recommendations based on findings which were later implemented.

UX/UI Designer

BooksMap Mobile Application

Designed the mobile app interfaces and interactions of a 2nd-hand book sharing platform, helping students better utilize unused resources. Redesigned and iterated based on competitive analysis, usability evaluations and refining use cases.

Front-end Developer

in Campus Innovation Park.

NearYou Mobile Application

Created an Android mobile app to help students find the nearest resources in convenient and safe ways. Led the team to an award winning opportunity of being one of the projects