

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
Jira & Trello

Programming

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

Sept 2016 - May 2018
Ann Arbor MI

B.E. in Automation

Beijing Technology and Business University
Minor in Finance
Cumulative GPA: 3.77/4.00

Sept 2012 - Jul 2016
Beijing China

WORK EXPERIENCE

Product Design Intern

FireEye, Inc.

May 2017 - Present
Reston, VA

Create 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. Explore the data visualization use cases in Helix dashboard and translate them into workflows and widgets. Update the design style guide.

UX/UI Designer

SkySpecs Drone Company

Jan 2017 - Present
Ann Arbor MI

Create work order system prototypes working closely with developers and stakeholders. Conduct 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

LSA Honors Program in U of M

Jan 2017 - Apr 2017
Ann Arbor MI

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

Sept 2016 - Dec 2016
Ann Arbor MI

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

NearYou Mobile Application

Sept 2014 - Jan 2015
Beijing China

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 in Campus Innovation Park.