

User Experience Designer

EXPERIENCE

2009 - 2012 Senior Interaction Designer

iParadigms

My role was designing and spec'ing out new features and products, and occasionally helping with the development process. I also helped guide the other designers on my team, pushing them to reach a new level.

I redesigned the core product from the ground up, making it more modern and intuitive. I also experienced bringing our product onto the iPad. In both projects, communication was key, as virtually all depts. within the company had some part in it.

2007 - 2009 Interaction Designer

Convio

Near the end, I was close to designing 100% of the time. In addition to delivering detailed hifi mockups, my job was to communicate to different members in the team about what UI decisions were made and why. It was absolutely vital for everyone – from developer to QA to the product manager – to be on the same page.

2005 - 2007 UI Engineer

GetActive

My job was split 50-50 between design and front-end development. My main task was to make our application more usable to our clients. Through it all, I've abstracted most of my projects back into the main code branch, allowing other front-end developers to use and reuse design patterns.

EDUCATION

2007 - 2008 MFA Visual Effects (degree on hold) *Academy of Art University*

2001 - 2005 BS Computer Science & Elec. Engineering

University of California, Berkeley

951-288-6043

abeyang@gmail.com abeyang.berkmedia.org/me

PROJECTS

Websites

Gracepoint

Designed from scratch. One config file to rule them all.

acts2fellowship Magazine

Only a year old, this Wordpress theme is now being used by 7 different campus groups across 5 cities.

Apps / Frameworks

User Experience Spec Engine Utilizes dropbox to make life easier for contributers (internal and external).

Google Calendar (for PHP)

Framework to easily bring data from Google Calendar into PHP.

Memorization app

Once loaded, it can still run offline.

SKILLS

Applications

Photoshop, Illustrator, xScope, Slicy, Premiere, After Effects, iBooks Author, Final Cut Pro

Repositories

Git (Github), SVN (Google Code), CVS

Languages

HTML5, CSS3, Javascript, Ruby, PHP

Frameworks

LESS, Twitter Bootstrap, 960 Grid System, jQuery, Mootools, Prototype +Scriptaculous, Ruby on Rails