



AMBER TANG

ILLUSTRATION | UX DESIGN | RESEARCH

Contact

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Portfolio

ambertang.com



EDUCATION

Institution

University of California, San Diego
Expected Graduation : 2017

Major

B.S. Cognitive Science w/
Human Computer Interaction

Minors

Design
Computing in the Arts & Media



APPLICABLE SKILLS

User Research
Usability Testing
A/B Testing
Information Architecture
Wireframing
Prototyping
Cardsorting
User Flows
Personas
Storyboarding
Experience Mapping
Contextual Inquiry / Listening
Heuristic Evaluation
Affinity Diagrams
Graphic Design
Data Analysis & Modeling



TOOLS

UX Pin
Balsamiq
Sketch
InVision
Inkscape
Photoshop
Autodesk 123D
HTML/CSS
Java
Python
C++
MATLAB
Processing 2
Pen & Paper



WORK EXPERIENCE

Graphic Designer

Freelance (September 2014 - ongoing)

Creating graphics, logo designs, and flyers for peers and organizations across campus and for both branding and marketing purposes

APIMEDA Media / Publication Intern

University of California, San Diego (February 2017 - ongoing)

Designing publications, creating prints, and translating useful information into intuitive guides for students who are apart of the Asian, Pacific Islander, Middle Eastern, and Desi American communities on campus

Design 1 Instructional Apprentice

University of California, San Diego (December 2016 - ongoing)

Serving as an undergraduate assistant to guide over 100 students to observe, analyze, and understand the role design plays in everyday life and advising students to improve and create designs of the future

Academic Connections Residential Assistant

University of California, San Diego (July 2016 - August 2016)

Supported over 400 high school students, many whom are from underrepresented backgrounds, in a month long bridge program to college by helping plan over 100 community building programs and facilitating discussion in emotional intelligence and learning modules, amongst many other duties



PROJECTS

Taskly - Responsive Web Application

Designing a responsive project management application using a mobile-first approach by doing research, conducting competitive analysis, creating wireframes and prototypes, and performing user tests

Acts of Kindness - Web Application

<https://clairvoyantx.github.io/ActsOfKindness/>

Served as primary UX researcher, visual designer, and data analyst on a team of 3 to create a personal informatics web application that helps track users' altruistic acts

Birch Aquarium Experience - Design for Development

Conducted interviews, contextual observations, and prototype testing to promote a more holistic view of scientists and researchers in the field with a team of 5 students working alongside the Birch Aquarium