

ANDREW CHU

www.andrewchu.ca | andrewchu_1@hotmail.com | 604 379-7932 | Vancouver, Canada

SUMMARY

- An upcoming graduate student majoring in Computer Science with a background in UI / UX design and user experience research.
 - Experienced UI / UX designer with proven capability to work with stakeholders and development team to deliver the best design solutions with a user-focused mentality.
 - Demonstrated ability to perform user research through design processes and usability testing along with analyzing qualitative and quantitative data.
 - Strong communication skills with an ability to express ideas clearly and present rationales behind design decisions.
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SKILLS

Programming / Markup: Java, C#, HTML5, CSS, JavaScript

Software: Eclipse, Unity, Bootstrap, Adobe Illustrator, Adobe Photoshop, Axure, Microsoft Office Suite

Design Process: Agile Design Process, User Stories, Wireframes, Conceptual Models, Prototyping

Usability Design and Testing: Cognitive Walkthroughs, Heuristic Evaluations, Interviews, Questionnaires, Observational Techniques, Pilot Studies, Field Studies, Experiment Design

WORK EXPERIENCE

UI / UX Designer

June 2016 – Current

INKspire

- Worked closely with stakeholders and developers to create new solutions for users to browse and write content for the website
- Designed user interface mock-ups using Adobe Illustrator and Photoshop to address any user experience and website design problems that occurred

Web Content Manager

May – August 2016

Kona Stained Glass Ltd.

- Redesigned key sections of retail website, implemented in HTML and CSS, in order to improve the presentation of visual content across the site
- Updated content of the website through the Magento eCommerce platform as well as the database of customers and in-store products using Microsoft Excel

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PROJECTS

Collaborative Video Platform

January – April 2016

Advanced Methods for Human Computer Interaction

- Worked in a team of four where we designed and developed an online video platform to improve the user experience of watching educational videos
- Built low fidelity, paper prototypes to conduct usability testing and based on feedback, adjusted the design into a medium fidelity prototype using Axure and HTML/JavaScript
- Conducted a field study, followed by an experiment to gather qualitative and quantitative data from a total of 12 participants

Redesigning Yelp's Review Interface

October – December 2015

Introduction to Human Computer Interaction

- Worked in a team of four to improve upon the usability of Yelp's review section by introducing new features and removing existing components
- Built low fidelity, paper prototypes to conduct usability testing and based on feedback, adjusted the design into a medium fidelity prototype using Microsoft PowerPoint
- Conducted an observational study to gather qualitative and quantitative data from 8 participants

Mobile Platformer Game

July – September 2015

Personal Project — <https://goo.gl/8XAA3u>

- Developed a 2D platformer game using the Unity game engine and published it on Google Play
- Implemented the front-end and back-end using C#
- Designed and created all of the artwork including the characters, levels and screens

EDUCATION

University of British Columbia

Expected Graduation: June 2017

Bachelor of Science, majoring in Computer Science