# **ANDREW TUMANG**

## **UX/UI DEVELOPER**

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(310) 903-8955

#### **EDUCATION**

#### 2015 - 2019 University of California, Irvine

- B.S. in Computer Science and Engineering
- UX/UI Bootcamp

#### **EXPERIENCE**

#### July 2019 -**Personas Research Assistant Present**

#### **Q** Dr. Stacy Branham, Insīt Lab, UC Irvine

- Analyzed interview data to conceptualize personas of users with disabilities
- Visually designed and synthesized several user personas for navigation technology
- · Collaborated with a team to ensure user personalities, needs, and frustrations are accurately represented

#### 2018 - 2019 **Digital and Social Media Chair**

#### Pokémon Go Club, UC Irvine

- Created and designed graphics for club events and visual guides for new members
- Contributed ideas and planned club events during board meetings

## **SKILLS**

## Design

Visual Design Interactive Design Rapid Prototyping Wireframing **User Flows Usability Testing** 

## Coding

HTML5/CSS3 **Javascript** iQuery **Bootstrap Pvthon** Java C++

#### Tools

Adobe Photoshop Adobe Illustrator Adobe XD Sketch inVision MarvelApp

#### **PROJECTS**

## **Room Layout Planning App UI Design**

## 🗞 www.andrewtumang.com/inhance

- A UI prototype for layout planning and furniture shopping app
- Lead a team in qualitative and quantitative user research
- Prototyped and tested low- and high-fidelity wireframes with InVision and Adobe XD
- Utilized Apple's Human Interface Guidelines to follow iOS design conventions
- Created UI assets and animations via Adobe XD, Photoshop, and Illustrator

## **Non-Profit Organization Website Redesign**

## Nwww.andrewtumang.com/DTPC

- A website redesign prototype for the Desert Tortoise Preserve Committee
- Conducted testing with various non-profit websites to gain insight on user behavior and preferences
- Designed and tested low- and high-fidelity wireframes for both desktop and mobile devices
- Utilized style guides to keep visuals consistent throughout the website
- Prototyped a responsive desktop and mobile website with Adobe XD