

Andy M. Cheng

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(757) 639-6355

EDUCATION

Rice University – Houston, TX

B.A. Cognitive Sciences

GPA: 3.5 Aug 2017 – May 2021

SKILLS

Figma

Webflow

Balsamiq

Illustrator

Competitive analysis

User research

Usability testing

Wireframing

Prototyping

HTML5 + CSS + JavaScript

Python

COURSEWORK

[Rice University](#)

Human Factors & Ergonomics

Human-Computer Interaction

Methods in Human-Computer Interaction

[Georgia Tech](#)

Intro to User Experience Design

[CalArts](#)

UI/UX Design Specialization

ASK ME ABOUT

family restaurant, free online education,
weightlifting

EXPERIENCE

[OpenStax](#)

UX Design Intern

May 2019 – Aug 2019

Benchmarked user flow and information architecture across products. Created an end-to-end design solution for a product feature starting from initial research to conceptualization to a function prototype.

[The Computer-Human Interaction Laboratory](#)

Research Assistant

January 2019 – present

Designing and developing web infrastructures to support usability experiments. Conducting usability tests and analyzing user data from 100+ users.

[Design for America](#)

Team Lead, Studio Member

January 2019 – present

Working with community partners to develop socially impactful design solutions. Leading a team through a project and teaching the design process to new members

PROJECTS

[OpenNotes](#)

[OpenStax](#)

Worked with a team of 7 to design an integrated note-taking platform for the 2.2 million student users of OpenStax textbooks to provide a more customizable, comprehensive, and natural note-taking experience.

[teamwiess.com](#)

[Wiess College](#)

Conducting a redesign of residential college's website involving usability testing, user research, prototyping, and visual design.

[Dirt Cards](#)

[DFA](#) | [Urban Harvest](#)

Collaborated with a team of 4 to research and develop provocation cards to facilitate community interactions and aid among a network of 150+ community gardens in Houston.