

Bao Chang

559-479-9733 | bchang758@gmail.com | [Linkedin](#) | [Portfolio](#)

EDUCATION

University of California, Irvine

Bachelor of Science in Informatics, Specialization in Human-Computer Interaction (HCI)

GPA: 3.85

Irvine, CA

2023 – 2025

TECHNICAL SKILLS

Programming: Javascript, HTML, CSS, React.js, Typescript, Angular, Ionic, SQL, Material-UI, Bootstrap

Tools: Figma, Figjam, Visual Studio Code, Procreate, Canva, Asana, Trello, GitHub, Slack, Notion

Skills: User Research, User Interface Design, User Flows, Sketching, Wireframing, Mockups, Prototyping, Digital Art, Agile, Advanced Maths (Statistics, Linear Algebra)

PROJECTS

BJJ Rolltrack - Frontend Developer | React.js, MUI, FullCalendar, HTML, CSS, Docker

2025 – Present

- Worked with 5 teammates and a real-world client to design and build a responsive gym management platform
- Transformed high-fidelity Figma mockups into a dynamic, accessible user interface using React components, hooks (useState/useEffect), and MUI library
- Integrated FullCalendar to display and manage gym class schedules on a responsive calendar. Implemented a digital waiver signing flow

Sonar Mental Health Improved Onboarding | User Research, UI Design, Figma, Analysis

2025

- Partnered with a startup, Sonar, to redesign their onboarding flow focusing on building user trust, enhanced personalization, and intuitive navigation
- Conducted iterative user research through 2 rounds of interviews, competitive analysis, personas, and user stories. Met with Sonar's UX team biweekly to identify opportunities for improvement
- Designed 3 prototypes and iteratively refined them based on feedback with the final prototype receiving 100% approval from interviewees

Runkeeper Tweet Report | Javascript, Typescript, Vega-Lite

2025

- Developed a web application using Javascript and Typescript to search for, categorize, summarize, and analyze 9,000 runkeeper tweets
- Utilized Vega-Lite to create data visualizations (bar chart, scatterplot) displaying daily patterns across the top 3 most common activity types

ACTIVITIES AND LEADERSHIP

Marketing Committee, Women in Information & Computer Sciences UC Irvine

2024 – Present

- Utilized Asana to efficiently manage tasks related to social media, design insights, and on-campus promotions
- Managed and analyzed social media engagement across 3 platforms: Discord, Instagram, and TikTok
- Designed a visually engaging weekly newsletter to increase open rate and member engagement by 20%

HSO Intern, Hmong Student Association UC Irvine

2025

- Organized and brainstormed workshops to encourage Hmong youth to pursue higher education
- Led interactive workshops on college experiences, academic insights, and the Hmong identity with meaningful discussions, engaging activities, and presentations

Activities Director, Edison High School Hmong Club

2019 – 2020

- Organized semester banquets and social events, recruited performers, managed communication with EHS staff, and coordinated auditions
- Developed and led activities for weekly club meetings to encourage member participation and community
- Coordinated fundraisers, one of which generated \$1000

WORK EXPERIENCE

Peer Mentor, Edison High School

2019 – 2020

- Identified and addressed mentees' academic and emotional needs, encouraged academic growth, and promoted community. Brainstormed learning strategies, bonding/learning activities, and academic advice