

Bao Chang

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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

Tools: Figma, Figjam, Javascript, HTML, CSS, React, Typescript, Angular, Ionic, SQL, Material-UI, Bootstrap, VSCode, 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

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 all 10 interviewees

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 web application 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

CleanWave - Winner of UC Riverside Designathon Track 3 | Figma, Canva, Google Forms, Goodnotes

2025

- Led a team of 2 to design a mobile app that empowers communities to come together to take action against plastic waste in a 24-hour hackathon
- Researched the impact of waste on marine mammals and crafted a survey with 20 respondents to clarify target users and their motivations for supporting a cleaner environment. Translated research into sketches, wireframes, user flows, and a hi-fi Figma mockup

Momentum - UC Irvine Designathon | Figma, Canva, Google Forms, Procreate

2025

- Led a team of 3 students to design a student-focused productivity app with gamified, competitive features in a 48-hour hackathon
- Gathered user research through library databases, surveys, and personas; then designed wireframes, branding, visual elements, hi-fi mockups, and user flows to address key findings

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 that increased open rate and member engagement by 20%

HSO Intern, Hmong Student Association UC Irvine

2025

- Led interactive workshops for 17 students during an outreach program about college experiences, academic insights, and the Hmong identity with meaningful discussions, engaging activities, and presentations

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