



Vincent Chang

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EDUCATION

University of Illinois at Urbana-Champaign

BFA in Graphic Design
Minor in Computer Science

SKILLS

Design

- User experience design
- User interface design
- Graphic design
- Interaction design
- User research & testing
- User interviews
- User personas
- Userflow map
- User stories
- User journey maps
- Prototyping
- Wireframing
- Mind mapping

Tools

- Sketch
- Abstract
- Zeplin
- Figma
- InVision
- Marvel app
- Wordpress
- Mural
- Adobe CC:
 - Photoshop
 - Illustrator
 - InDesign
 - After Effects
 - Preview

Coding

- HTML 5
- CSS 3
- SASS
- JQuery

Others

- Mandarin Chinese
- Piano
- Music Production

EXPERIENCE

Product Designer, Design Lead RECONSTRUCT www.reconstructinc.com

Menlo Park, CA / Jun 2018 - Aug 2020

- Pioneered UX workflows for 3 products delivered to market.
- Refined UX workflow through user feedback, testing, and interview results.
- Established a scalable design team environment to onboard and collaborate with two other designers.
- Defined essential company wide practices for effective cross-team communication and problem solving.
- Implemented design system that ensured the consistent overall look and feel of the website, products, and marketing material.

Design Contractor WINDSOR windsor.io

San Francisco, CA / Dec 2018 - Jul 2019

- Collaborated with CEO to design a brand, company logo, and style guide consistent with company vision.
- Founded user flow for product with the CEO to assist needs of customers.
- Illustrated multiple company assets for envisioned, unreleased products.

UX Design Intern RECONSTRUCT www.reconstructinc.com

Champaign, IL / May 2017 - May 2018

- Single designer of the company as intern.
- Established importance of design considerations by instructing full-time employees on design practices and tools.
- Improved workflow between execs, engineers, and future designers.
- Redesigned front-facing website for mobile and desktop compatibility.
- Proposed UI/UX overhaul for substantial experience improvements on company product; hired-full time as follow up to proposal.

Mobile Design Lead HACKILLINOIS 2018.hackillinois.org

Champaign, IL / Sep 2016 - Dec 2017

- Lead effort on standardizing mobile applications as primary event guide, previously done by a combination of paper guides and inefficient word-of-mouth updates.
- Curate user experience of event through mobile interface based off of UX Research results.
- Managed 6 iOS and 2 Android developers, coordinated with backend team to institute application features.
- Conducted UX research on egregious experiences of at-the-time event flow.
- Established standard application and user flow; majority of functionality still in use today.