Chuk Moran, PhD

Work UX Design Consultant, The Grand Comic Database July '16 - Present Conducting user research around large scale survey Creating new visual design across complex data-driven website Collaborating in HTML/CSS/JS implementation on legacy templating platform Lead Designer, Unicorn Garden Sep '15 - July '16 Researched, sourced, curated, and cleaned data on 163 unicorn startup companies Visual Design with GUI and command line tools for high quality collectible Designed, automated workflows, printed cards, created packaging and shipped product Brand Development, Research, and Business Analysis Consultant Dec '14 - June '15 Business intelligence, financial modeling, developing relationships with financiers Researched, wrote & edited white papers as well as miscellaneous communications Style guidelines, company voice, executive presentations, stakeholder communication, blog Clients included: Bell Integrator, Apparent, The Anthropocene Institute, CleverPet Sep '06 - June '14 Researcher & Instructor, UC San Diego Multimodal social science research on user interfaces, software industry Delivered lectures, conference presentations, and publications to a range of audiences Designed and taught curriculum, activities, and assignments on media & communication Education General Assembly — User Experience Design Immersive May '16 Conducted usability research, UX design, and prototype development for real world projects UC San Diego — PhD in Software Studies, Department of Communication June '13 Dissertation on history of undo command, social use of digital technology University of Chicago — BA in Gender Studies with Honors June '05 Skills Design: Social inquiry, personas, user flows, IA, wireframes, prototype iteration, graphic design Research: UX, market, policy, quantitative, qualitative (ethnographic, interview, etc.) Data: Browser automation, scraping, cleaning, data management, statistical analysis Tools Code: Python, JSON, Jinja2, Processing, SQL, HTML, CSS, Javascript, JQuery, Bootstrap, Excel

Volunteer

Love Potion Collective Mar '15 - June '16

Design, construction, and bookkeeping at Oakland makerspace

Graphics: Sketch, Adobe CS, Flinto, Invision, Sony Vegas, Final Cut Pro

Publications

Superactually: Micro-Essays on Post-Ironic Life. Zero Books.

Mar '13