

EDUCATION

University of Michigan, Ann Arbor

- Master of Science, HCI (GPA 4.0/4.0) Sep. 2016 - Apr. 2018

Tongji University, Shanghai

- Bachelor of Architecture (GPA 4.43/5.0) Sep. 2011 - Jun. 2016

National University of Singapore

- Study Abroad, Technology & Tectonics Jan. 2014 - May. 2014

EXPERIENCES

UX Designer Intern

San Jose, CA

- Adobe

May. 2017 - Present

October - Present (Remote Michigan)

- Implementing new features of Adobe Personalization to help Adobe products provide customers with better user experience
- 'Personalization' is a platform that provides personalized content options based on real-time insights, observed data, and predicted interest

May - August (Summer Intern)

- Designed the user experience for Adobe PPM 2.0 which provides dashboard view, portfolio management, project reporting & prioritization functionalities for different BUs at Adobe
- Worked with PMs and engineers to conduct product research and create personas, user workflow, wireframes, and hi-fi prototypes

Graduate Student Instructor

Ann Arbor, MI

- University of Michigan, Ann Arbor

Jan. 2017 - Present

- Graduate Student Instructor for SI 539: Design of Complex Website (HTML, CSS, JavaScript, PHP) in Winter 2017 and SI 206: Data Oriented Programming (Python) in Fall 2017

UX Designer

Ann Arbor, MI

- University of Michigan Design Clinic

Sep. 2016 - Dec. 2016

- Designed a cross-platform application on mobile and web for a local medical start-up which focuses on handling sports concussions
- Redesigned the reporting functionality and user workflow for an online litigation service platform

Operations Intern

Shanghai, China

- Uber

Mar. 2016 - May 2016

- Interviewed users and analyzed qualitative data to gain insights on designing a better experience for Uber drivers and partners
- Collected data to provide better pricing solutions against other competitors for Uber Shanghai

SKILLS

Design

- Persona
- Storyboarding
- Wireframing
- Prototyping
- Hi-fidelity Design

Research

- Interview & Survey
- Affinity Diagram
- Heuristic Evaluation
- Usability Test
- Statistical Analysis

Software

- Adobe Creative Cloud
- Sketch & Plug-ins
- Invision

Programming

- HTML & CSS
- Javascript & D3.js
- Python
- Processing

PROJECTS

Maestro, Research & Design

- Maestro is an interactive application to support conducting students outside classroom
- Designed a new experience by user research, wireframing, and prototyping

NSportC, Product Design

- Designed and built components of mobile & web application by research, design iterations, and usability tests
- Created wireframes, and hi-fi prototypes by design iterations to support user needs

- More projects at: chonglii.com