Daniel Jong

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EDUCATION

University of California Irvine - Irvine, CA Computer Engineering September 2021 - March 2024

WORK EXPERIENCE

Software Engineer Intern, Sapphire Software, LLC Irvine, CA

January 2022 - June 2022

- Implemented user-interface designs of Figma wireframes using Flutter to build front-end apps for real estate brokers
- Managed and tested user's profile information in the back end using Firebase
- Collaborated with a team of interns and the head developer on connecting front end with back end

Front of House Team Member, Chick Fil A Irvine, CA

December 2022 - present

- Greeting and serving guests, taking and processing their orders
- Managing the drive-through station communicating with guests in person
- Contributing to team goals by demonstrating strong communication and interpersonal skills

PROJECT EXPERIENCE

UI/UX Designer, ZotGainz

February 2023

- Contributed to the development of ZotGainz, a mobile application for the campus recreational center, by creating the user flow journey and designing low and high fidelity wireframes
- Collaborated with a team of developers and presented the final project to a panel of judges
- HackUCI Hackathon, "Best Use of Twilio API" award

UI/UX Designer and Researcher, Ottr

September 2022 - November 2022

- Conducted UX research by conducting user surveys and interviews to one hundred college students
- Designed the low-fidelity and high-fidelity screens of the onboarding screen for Ottr, a mobile application to help young adults find travel companions
- Design at UCI Project Teams, 1st Place

SKILLS

Figma, UX Design, UX Research, UI Design, Wireframing, Prototyping, Python, HTML/CSS