Ray Luong

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EDUCATION

2010
- 2011
CARNEGIE MELLON UNIVERSITY
Masters of Human Computer Interaction

2005
- 2010
UNIVERSITY OF CALIFORNIA, SAN DIEGO
B.S. Cognitive Science with Specialization in HCI

Jun 2008
- Aug 2008
BEIJING NORMAL UNIVERSITY
Study Abroad Student, Chinese Intensive Language Program

EXPERIENCE

Aug 2012
- May 2013
EL CAMINO REAL
Product Designer, Blippy
Worked closely with an agile development team to design, test, and iterate on a consumer video web product. Lead all design efforts including brand, research, visual, user experience, and interaction.

Sep 2011
- July 2012
CRANKAPPS INC
Freelance User Experience Designer
Took an iterative approach to integrate prototyping in an agile web development process. Responsible for developing initial workflows, wireframes, mock-ups, interaction specifications, and scenarios to communicate ideas to developers and stakeholders.

Jan 2011
- Aug 2011
SRI INTERNATIONAL
Lead User Experience Designer, Thinkspace iPad App for Biology Students
Collaborated with SRI International during an 8 month Master's Capstone period to identify opportunities for applying AI within biology education. Implemented an end to end user-centered design process to both research current dynamics in the biology classroom and design an iPad application that uses SRI International's AI technology.

Aug 2010
- Dec 2010
HCI METHODS COURSE
Interaction Designer, Roomy iPad App for Parents in Transition
Employed HCI methodologies to research and design for families undergoing a transition of children moving out. After interpreting data from contextual inquiries, our team prototyped both a web and mobile application to assist parents in home archiving.

Mar 2009
- July 2010
UCSD CAMPUS WEB OFFICE
Usability Intern, Various University Web Projects
Worked closely with the usability director to evaluate usability of various university websites. Established usability foundation for a redesign of both faculty and student portals using: card sort studies to reveal more efficient information architectures, contextual inquiries with fac- ulty, staff, and students to test usability of website mock-ups.

COURSEWORK

Cognitive Ethnography
Engineering Psychology
History of Art and Technology
HCI Programming Studio
HCI Methods
Entertainment Design Studio
Communication Design
Interaction Design
Methodology of Visualization

TECHNOLOGY

HTML5
CSS 3
Javascript

TOOLS

Adobe Illustrator CS6
Adobe Fireworks CS6
Sketch
Omnigraffle

METHODS

Contextual Design
Contextual Inquiry
Storyboarding
Wireframes
Personas
Heuristic Evaluation
Think Alouds
Paper Prototyping

LANGUAGES

English
Cantonese
Mandarin