

# GARY CHEUNG

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## Education

### University of Michigan

Masters of Science in Information Science,  
specialization in

Human-Computer Interaction

GPA: 3.9

*Expected Graduation April 2018*

### Binghamton University

Psychology BA, Minor in Fine Arts

GPA: 3.56, cum laude

*Graduated May 2015*

## Skills

### Design

Layout

Typography

Logo Design

Hand Illustration

### UX Methods

Wireframing

Rapid Prototyping

Personas & Scenarios

User Interviewing

Interaction Map

Usability Testing

### Programming

Python

HTML/CSS

Javascript/JQuery

PHP

MySQL

### Software Proficiency

Photoshop

Illustrator

Indesign

Sketch

InVision

Advanced Excel

## Work Experience

### Arkadium | Design Intern

June 2017 – August 2017

- Created wireframes and designed hi-fidelity mockups for an AI-based data visualization product.
- Conducted user research for a redesign of the company's recruiting page.
- Gave and recieved feedback in biweekly design critique meetings.
- Participated in daily standup meetings with entire Product team.

### UMSI Design Clinic | Designer I

January 2017 – May 2017

Ann Arbor, MI

- Worked with four other designers to design the UI of a medical records exchange system using an iterative prototyping process.
- Conducted 2 user interviews, heuristic evaluation, and comparative analysis to discover user needs.
- Designed wireframes and hi-fi mockups for usability testing and hand off to development team.

### Population Council | Graphic Designer

March 2016 – August 2016

New York, NY

- Designed the layout of a 56-page color publication used by the Population Council's researchers in developing girl-centered curriculum.
- Contributed 10 handmade illustrations to aid the creative director's pitch to extend the brand identity of the Population Council.
- Produced slide decks and graphics for presentations to internal and external audiences.

## Selected Projects

### EMX Systems | UI/UX Design

January 2017 – May 2017

Worked on a team with four other designers to develop the UX and Visual design for a medical records exchange system. Additionally participated in developing and executing user research tasks.

### MCommunity | UX Research

January 2017 – April 2017

Worked with a team with 4 other researchers to design and conduct several user research tasks to make recommendations about the development of Michigan ITS's MCommunity platform.

### Neighbabel | Interaction Design

September 2016 – December 2016

Transformed user research into an interactive prototype for an person-nearby app which would make it easier for persons in New York City to look for local language assistance.