GARY CHEUNG

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https://ceegary.com

Skills

UX Design

Wireframing
Prototyping
Storyboarding
User Flows
Responsive Web Design
Data Visualization
Personas
User Stories

UX Research

Contextual Inquiry
User Interviewing
Survey Design
Affinity Diagrams
Competitive Analysis
Usability Testing

Tools

Photoshop
Illustrator
Sketch
InVision
Principle
SPSS
Git/Gitflow

Development

JavaScript
React/Redux
D3.js
HTML/CSS
SCSS
Python
PHP
MySQL
Node.js
Wordpress

Languages

English
Cantonese

Education

University of Michigan, School of Information   April 2018
Master of Science in Information   Ann Arbor, MI
Specialization in Human-Computer Interaction
GPA: 3.8

Binghamton University   May 2015
Bachelor of Arts in Psychology   Binghamton, NY
GPA: 3.6

Work Experience

University of Michigan Auxiliary Marketing   September 2017–April 2018
Front End Developer   Ann Arbor, MI

- Improved performance of University Catering's website by refactoring JavaScript code to remove third-party dependencies and reduced initial page load size 35% by optimizing static assets.
- Created pixel perfect implementations of pages using modern CSS techniques from mockups received from graphic designers.
- Gave guidance on UX for ongoing projects by creating personas and page wireframes for graphic designers.

Arkadium   June 2017–August 2017
Design Intern   New York, NY

- Created wireframes and hi-fidelity mockups of data visualizations using Illustrator for Arkadium's Inhabit, an AI-based advertising product.
- Collaborated with other interns to redesign Arkadium's recruiting site. Conducted a heuristic evaluation of existing site and led a presentation on findings to HR team.

UMSI Design Clinic   January 2017–May 2017
UX Designer   Ann Arbor, MI

- Led writing process for team's user interview protocol which were used to conduct user interviews with nine healthcare providers.
- Created a UI design component library with Sketch which led to improved consistency of prototype screens between team members.
- Conducted usability tests on our redesign and completed four rounds of design iterations based on feedback.

Population Council   March 2016–August 2016
Graphic Designer (Contract)   New York, NY

- Designed slide decks, newsletters, and promotional materials about Population Council's reproductive health initiatives in developing countries.

Projects

EMX Systems
User Researcher & Product Designer

Used a complete user-centered design process, which included eight user interviews, competitive analysis, ideation, wireframing, prototyping, and four iteration cycles to design a medical records exchange application.

Moment
Product Designer

Conducted user interviews, created wireframes, and interactive prototypes for a wearable and mobile application that tracks and promotes better coping activities for academic stress.