GARY CHEUNG
UX & PRODUCT DESIGNER

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SKILLS

Design

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

UX Research

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

Tools

Sketch
InVision
Principle
Photoshop
Illustrator
SPSS
Git/Gitflow

Development

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

Languages

English
Cantonese

EDUCATION

University of Michigan School of Information   April 2018
Master of Science in Information, Human-Computer Interaction   Ann Arbor, MI
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
Web Designer & Front End Developer   Ann Arbor, MI

- Reduced load time of University Catering's website by 35% through optimizing static assets and improving code efficiency.
- Designed and developed new webpages based on mockups for university websites used by 29,000+ University of Michigan students.
- Provided guidance on UX for ongoing projects by creating design artifacts for a multidisciplinary team of designers, marketers, and copywriters.

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 used to conduct user interviews with 9 healthcare providers.
- Improved design prototyping efficiency by creating a UI component library in Sketch used by a team of 5 designers.
- Conducted usability tests on design prototypes and completed four rounds of design iterations based on feedback.

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

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

PROJECTS

EMX Systems
UX Designer and Researcher

- Designed the full user experience for a medical record exchange system which gives healthcare providers faster access to patient information.
- Used user-centered process which included user research, ideation, prototyping, and 4 cycles of design iteration.

Moment
Product Designer

- Designed a wearable & mobile app which tracks and promotes better coping skills for academic stress.
- Created personas, wireframes, multiple design prototypes based on user research including 5 interviews with undergraduate and graduate students.