

GARY CHEUNG

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Skills

UX Design

Wireframing
Prototyping
Storyboarding
User Flow
Responsible Web Design
Data Visualization
Personas
User Stories

UX Research

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

Development

Javascript(ES6)
React/Redux
D3.js
HTML/CSS
SCSS
Python
PHP
MySQL
Node.js
Wordpress

Tools

Gulp
Webpack
Git/Gitflow
Vagrant
Photoshop
Illustrator
Sketch
InVision
Principle
SPSS

Education

University of Michigan, School of Information | Graduated April 2018

MSI: Information Science

Specialization in Human-Computer Interaction

GPA: 3.8

Binghamton University | Graduated April 2015

BA: Psychology

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 the size of static assets.
- Increased efficiency of content updates by implementing custom Wordpress plugins which provided new editor features to marketing team.
- Created pixel perfect implementations of pages using modern CSS techniques with mockups received from visual designers.
- Gave guidance on UX for ongoing projects by creating personas and page wireframes for visual designers.

Arkadium | June 2017–August 2017

Design Intern

New York, NY

- Created wireframes and pixel perfect mockups of data visualization concepts with Adobe Illustrator for Inhabit, an AI-based advertising product developed by Arkadium.
- Collaborated with other interns to redesign Arkadium's recruiting site. Conducted a heuristic evaluation on existing site and led a presentation on findings to the HR team.

UMSI Design Clinic | January 2017–May 2017

UX Designer

New York, NY

- Collaborated with a team of designers to redesign the user interface of a medical records exchange system to better fit doctors' workflows.
- Led process for writing our team's user interview protocol which were used to conduct user interviews with eight physicians.
- Created a visual design component library with Sketch which led to improved consistency of prototype screens between team members.
- Worked closely with client to schedule usability tests on our redesign and completed four rounds of design iterations based on feedback.

Projects

EMX Systems

UX Research, UX Design

- Followed user-centered design process to redesign the interface for a medical records exchange system to better fit doctors' workflows.
- Responsible for user interviews, heuristic evaluation, user stories, visual design, low to high fidelity mockups, building multiple prototypes based on usability test results.

Herd Immunity Visualization

Frontend Development, Data Visualization

- Implemented a node-link layout using D3 and JavaScript to create an interactive visualization on the herd immunity effect.
- Enhanced the user experience by using JavaScript to add microinteractions to page.