

GARY CHEUNG

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Education

University of Michigan
Human-Computer Interaction MSI
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
PHP
MySQL

Software Proficiency

Photoshop
Illustrator
Indesign
Sketch
InVision
Advanced Excel

Work Experience

UMSI Design Clinic | Designer I

Ann Arbor, MI

January 2017 – Present

- 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

New York, NY

March 2016 – August 2016

- 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.

Big Brothers Big Sisters of NYC | Program Aide

New York, NY

September 2015 – June 2016

- Supervised program intern projects and provided feedback for development.
- Designed newsletters and flyers for program news and events which were distributed to students and their parents.
- Corresponded with parents through phone and email conversations.

Selected Projects

EMX Systems | UX Research & UI/UX Design

January 2017 – Present

Created wireframes and prototypes for the UI of a medical record exchange system following a user-centered design process, including conducting user research to understand the needs of medical professionals.

Neighborhood | Interaction Design

September 2016 – December 2016

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

Building Girls Protective Assets | Graphic Design

May 2016 – June 2016

Design and produced the layout of a 56-page publication used by global development researchers at The Population Council.