

# GARY CHEUNG

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ceegary.com

## EDUCATION

### University of Michigan

Masters of Science in Information,  
specialization in  
Human Computer Interaction,  
*Expected April 2018*

### Binghamton University

Bachelors of Art in Psychology,  
Minor in Studio Art  
GPA:3.56, *cum laude*  
*Graduated May 2015*

## SKILLS

### UX Methods

Contextual Inquiry  
Personas & Scenarios  
Wireframing  
Usability Test  
Interactive Prototyping  
User Interviewing

### Programming

HTML/CSS  
Javascript  
Python  
PHP  
MySQL

### Software

Sketch  
InVision  
Photoshop  
Illustrator  
InDesign  
Advanced Excel

## WORK EXPERIENCE

**UMSI UX Design Clinic** | January 2016–Present  
Designer I–Ann Arbor, MI

- Working with a team of 5 with responsibilities focusing on improving the UI and visual design of the client's project.
- Coordinate with other team members to plan and execute UX research tasks
- Aiming to improve the user interface of the client's health information exchange software.

**University of Michigan–School of Nursing** | October 2016–Present  
Office Assistant–Ann Arbor, MI

- Composed custom formulas in Microsoft Excel to automate data entry for the undergraduate staff
- Maintained accuracy of administrative spreadsheets

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

- Designed and produced the layout of project manual used by the organization's researchers in developing countries
- Developed conceptual illustrations to lead the creative director's pitch towards a new art direction
- Ensured that all communication and marketing materials released followed the established branding standards

**Big Brothers Big Sisters of NYC** | September 2015–June 2016  
Program Aide–New York, NY

- Designed newsletters and ads for program news and events distributed students and parents in the SONYC afterschool program.
- Supervised program intern projects and provided feedback for development
- Ensured that all deliverables were ready for classroom use
- Corresponded with parent through phone and email conversations.

## PROJECTS

*More details about these projects are available on [ceegary.com](http://ceegary.com)*

### Neighbabel | Fall 2016 | Interaction Design

Used to UX research methodologies and prototyping to create a design spec for a user-nearby app for language assistance

### Consulting for Data Driven Detroit | Fall 2016 | Contextual Inquiry

Worked on a team of four to conduct five interviews to employees of Data Driven Detroit. Findings from those interviews were synthesized into several actionable recommendations to improve the design of their internal database.

### Building Girls Protective Assets | Spring 2016 | Print Design

Design and produced the layout of a reference book used by global development researchers at The Population Council.