

# GARY CHEUNG

## UX & PRODUCT DESIGNER

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🌐 <https://ceegary.com>

## 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

Master of Science in Information, Human-Computer Interaction

GPA: 3.8

April 2018

Ann Arbor, MI

### Binghamton University

Bachelor of Arts in Psychology

GPA: 3.6

May 2015

Binghamton, NY

## 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

#### User 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.