GARY CHEUNG

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Skills

UX Design

Wireframing Prototyping Storyboarding **User Flows**

Responsive 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 Al-based advertising product developed by Arkadium.
- Collaborated with other interns to redesign Arkadium's recruiting site. Conducted a heuristic evaluation on exisiting 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, hueristic 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 a interactive visualization on the herd immunity effect.
- Enhanced the user experience by using JavaScript to add microinteractions to page.