GARY CHEUNG

347-579-5287
gcheung@umich.edu
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 responsiblities 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 adminstrative 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 parents through phone and email conversations.

PROJECTS

More details about these projects are available on 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.