Hrag Chanchanian, designer and implementer of usable products.

Design & Front end — SEAT NINJA   SEP 2015 — FEB 2016 (CONTRACT)

Seat Ninja hired me as a contractor to think through their customer facing product which allows users to "Jump in Line" or make future reservations at any participating restaurant. My contribution included full concept, design, and implementation of the front-end. Most importantly, this needed to be intuitive for mobile users, and I feel like that was effectively accomplished.

Utilization: Sketch, Photoshop, Illustrator, Javascript, jQuery, SCSS, HTML, Angular

Founder — THE HEAVYBIG GOODS COMPANY   JAN 2009 — CURRENT

This is my vessel for physical products that I like to design and build. Currently, I offer a laser cut lamps and signage. It's really been a great creative outlet for me to exercize design and execution outside of the screen. Something really great about tangible goods.

Utilization: Product design, Illustrator, laser cutting, general woodworking, market research, manufacturing, logistics, ecommerce

UX Lead — MAN CRATES   APR 2015 — SEP 2015

I took over every aspect of UX and UI design, in addition to implementation. My changes improved customer conversions site-wide, sometimes by double-digits. Each change and feature was measured to make sure we were maximizing the flow. Being my first real experience in enterprise ecommerce, I learned a lot about the space.

Utilization: Sketch, Photoshop, Illustrator, Javascript, jQuery, SCSS, HTML, ecommerce

Design Lead — ZENREACH (FORMERLY WIFAST)   APR 2012 — JUL 2014

As employee #1 my role was to own everything design, in addition to bringing them to fruition. This included all UX, UI, aesthetics, identity and further, the front-end code. All design work started on a pad or a whiteboard, into wireframes, low-res mockups, then final hi-res versions ready for user testing. This method allowed for great, usable final products.

Utilization: Sketch, Photoshop, Illustrator, Javascript, jQuery, LESS, HTML

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Philosophy

Designers are problem solvers and often times, the best solutions come from good design. At the core of all good design we find one commonality - *empathy*. If we can empathize, the outcome will be great.

Design

I'm open to any tool or application that will get the job done, but my favorites are (with proficiency):

- Sketch   ★★★★⯪
- Photoshop   ★★★★☆
- Illustrator   ★★★⯪☆

Code

I think coding is a super useful skill for designers today. I'm capable of the following (with proficiency):

- CSS/SCSS & HTML   ★★★★★
- Javascript/jQuery   ★★★★☆
- Angular   ★★⯪☆☆
- Python & Ruby   ★★☆☆☆
- Databases   ★⯪☆☆☆

Physical

Over the years I've picked up skills in:

- woodworking
- metalworking
- PCB / soldering
- milling
- 2D/3D CNC
- laser cutting
- 3D printing