Hrag Chanchanian, a universal UI designer with a knack for UX (who also codes).

LINKS

Portfolio: www.hrag.us
LinkedIn: linkd.in/hragg

CONTACT

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▤ (408) 202-8835

EXPERIENCES

Design Lead, Web Engineer

Zenreach (formerly WiFast) │ April 2012 — July 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.

Director of Technical Operations, Designer, Web Engineer

Qik ▸ Skype ▸ Microsoft │ June 2008 — April 2012

I joined Qik early on as a developer. But, like in most startups, roles shifted around. I played an important part in the company over the years and was named a key employee in the acquisition by Skype in 2011. I designed, and branded the app which would go to provide the first real revenue for the company. In parallel, I had the opportunity to help out in our data center. Ultimately, I was given the responsibility of building up and looking after the company's physical server infrastructure - a task I had never encountered. I gladly, single-handedly built-up and maintained the server foundation that Qik's technology stood on. This eventually involved strict SLAs with mobile carriers which meant being on-call 24/7. In addition, I spent a lot of time constantly optimizing and improving the service wherever I could. The end result was hundreds of servers operating globally on a plan designed and executed by me.

Owner

Heavybig │ January 2009 — Present

This is basically a vessel for other creative projects I've done over the years. It's gone from freelance design to today, a name I use for the physical products/projects I've worked on. It's the stuff I do for fun!

PHILOSOPHY

My philosophy orbits around a star called "thoughtfulness." Empathize with the user, no matter what the product is. I feel if being thoughtful is at the top of the list when going into a project - the outcome will be great.

SKILLS

Design

Concept
Collaboration
Prototyping
Analog sketching
Wireframing
Vector illustration
Illustrator
Photoshop
3D Modeling

Code

Javascript
Jquery/Zepto
AMD
CSS/LESS/SASS
HTML
Python (comfortable)
Backbone (familiar)
Angular (familiar)

Physical

General Woodworking
General Metalworking
2D/3D CNC
CAM
Metal Lathe
Laser Cutter
Manual Milling
Welding
3D Printing
Rubik's Cubes