

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

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## EXPERIENCES

### Design Lead

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, 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!

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## SKILLS

### 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.

### Design

I love starting off on analog mediums like paper or whiteboard. Next steps are all digital. I'm most effective using Illustrator and Photoshop, but open to any tool or application that will get the job done.

### Code

I'm proficient in Javascript, HTML and CSS. This includes jQuery, and LESS/SASS. I'm also familiar with frameworks such as Backbone and Angular. Additionally, I'm not afraid of back-end languages such as Python and Ruby or databases.

### Physical

I have a particular set of skills in general woodworking, metals, manual milling, metal lathe, 2D/3D CNC & CAM, laser cutting, and 3D printing. Also, Rubik's cubes.

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## LINKS

Portfolio: [www.hrag.us](http://www.hrag.us)

LinkedIn: [Inkd.in/hragg](http://Inkd.in/hragg)

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## CONTACT



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