Kevin Chiu

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Education

University of Washington

Graduated Winter 2017

B.S. Informatics (HCI)

B.A. Business (Finance)

B.S. Economics

Skills

User Research

Content Strategy

User Flows

Personas / Scenarios

Information Architecture

Wireframing

Prototyping

Usability Tests

Tools

Axure

Figma

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Microsoft Word

Microsoft Excel

Microsoft Powerpoint

Tableau

Sublime Text

Android Studio

Languages

HTML / CSS

JavaScript / jQuery

Bootstrap

AJAX

JSON

PHP

Java

C#

Azure Cloud

Amazon Web Service

SQL / MySQL

R / STATA

Work Experience

Web Developer & Content Strategist | Seattle Meowtropolitan

July 2017 – Present

Work with web developer team members to implement new design and site structure with HTML, CSS, and PHP. Create a content inventory and conduct content, technical, and competitive audits on the business' website. Review, understand, and report content problems to the supervisor and manager. Ideate SEO and UX solutions and generate content for the website.

UI Developer & UX Designer Intern | Swigel

January 2016 – August 2016

Implement the user interface designs with HTML, CSS, and JavaScript. Develop wireframes, low- and high-fidelity prototypes with Axure. Research and examine user needs for the company's new products. Design the user flow, user interface and core features for the products.

Webmaster | Taiwanese Oversea Student Association, UW

September 2014 – April 2016

Managed and constantly generated the content on the club website using the Weebly platform. Designed and improved the page layout with custom code in HTML and CSS.

Selected Projects

UN1FIED | Smartwatch Mobile Design

October 2016 – December 2016

Helped creating and defining the design language for our own smart watch. Defined the app & content types by creating app schematics that can be used as a starting point for each app type. Designed the details (features, flows, etc.) of 1 app individually and 2 other apps collaboratively. Delivered the wireframes with Figma.

ClimateImpact | Capstone Mobile Application Design

January 2016 – June 2016

Designed a carbon accounting tool for the Native American communities in collaboration with sponsors from the School of Environmental & Forest Science. Created the user flows, sitemaps and wireframes of the application with Axure. Developed the interactive prototype for the Android platform with Android Studio.

Bright Futures | Mobile Application Design

October 2014 – December 2014

Designed an indoor navigation application for blind people. Delivered low- and high-fidelity prototypes with Balsamiq and Axure. Interviewed and analyzed the blind user's need when using indoor navigation application. Designed and prototyped a mobile application with ability-based design approach. Conducted user testing and evaluated the usability of prototype.