

# MatthewChan

Happiness Engineer

## contact

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## programming

iOS  
Objective-C/C  
Ruby on Rails  
& HTML/CSS

## development

XCode & iOS SDK  
Git/Gerrit  
Flash  
Eclipse  
Sublime Text 2

## design

GIMP/Sketch  
Brainstorming  
Ideation  
Storyboarding  
Wireframing  
Wizard of Oz  
Usability testing  
Contextual Inquiry

## education

2011–2013 **Masters** of Human-Computer Interaction The University of California, Irvine

2006–2010 **Bachelor** of Computer Science The University of California, Berkeley

## experience

2013–Now **Spokeo** Pasadena, California  
*Front-End Developer*

- Amazing things!

2013–Now **Teradek LLC** Irvine, California  
*iOS Intern*

- Generating designs for current iOS products and improvements.
- Expanding features in the Teradek SDK framework.
- Implementing the iPad version of the VidiU product.

2012 **Twitter** San Francisco, California  
*iOS Intern*

- Redesigned and implemented a new logged-out Twitter experience for iOS 6 on the iPad.
- Debugged and performed code reviews for the iOS app.

2011 **Cisco Systems, Inc.** San Jose, California  
*Software Engineering Intern*

- Prototyped a new highlighting and annotations feature for WebEx on the iPad.
- Lead iOS development for a skunkworks project and successfully demoed it to senior executives of the Emerging Technology Group.

2010–2011 **Scoople.it** San Francisco, California  
*User Experience/Interaction Designer*

- Re-designed the entire mobile experience and proposed core features now used in the current app.

2008–2010 **Berkeley Institute of Design** Berkeley, California  
*Undergraduate Researcher*

- SPRING: Speech Pronunciation Improvement via games. Presented @ London 2010
- HyperSource: an IDE augmentation that associates browsing histories with source code edits.
- CalmMeNow: Exploratory Research and Design of Stress Mitigating Mobile Interventions

## Others

2013

### **Life Buoy: Telemedicine @ Your Fingertips**

University of California, Irvine

*Team Lead*

- 1<sup>st</sup> place at MedAppJam (out of 19 teams), 3<sup>rd</sup> place in Butterworth (out of 9 teams)
- *Ingenuity 2013*: Selected as one of the top 10 projects to represent UC Irvine's "Best of the Best"

2011

### **Cisco's 2020 Big Ideas Competition**

San Jose, California

*Semi-finalist*

- Product: *Oculus*: solving parking inefficiencies by using cameras to guide users to the nearest available spot.