

# MYLES TAN

Phone +65 8281 7749  
Email myles.ym.tan@gmail.com  
Web mylestan.com

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## OBJECTIVE

*Create experiences at the forefront of engineering and design to positively influence mass human behavior.*

## HIGHLIGHTS

Experienced in defining and developing product features from market research, user needs, and stakeholder requirements.

Strong background in designing web and mobile applications, with an emphasis on user experience and behavior change.

Proficient with native mobile and basic web development (obj-c, java, html/css, javascript).

## EDUCATION

### University of Waterloo

Sep 2009 – Jun 2014 (expected)

#### 3A Honours Systems Design Engineering, Co-op

Systems Design Engineering focuses on finding holistic, interdisciplinary approaches to solving complex problems. I study across the traditional engineering streams to understand how they interact, with an emphasis on human factors, development processes, and product design.

## EXPERIENCE

### iOS Developer at Azumio

Sep 2012 – Dec 2012

- Researched and developed an innovative new fitness test which leverages existing Azumio technology to assess overall heart health via the user's smartphone.
- Implemented a *major visual redesign* and feature integration on a flagship iOS application, under the supervision of a designer and lead developer to ensure product quality.
- Provided extensive feedback on improving the facilitation of *positive behavior change* through the usage of Azumio's mobile applications.

### Product Manager – Healthcare at NexJ Systems

Jan 2012 – Apr 2012

- *Designed patient management software functionality* which discouraged anchoring bias in the diagnosis process by applying human cognition concepts, and presented designs to clients.
- Defined and prioritized *data presentation techniques* for patient progress graphs, enhancing visual feedback loops which facilitate positive behavior change.
- Collaborated with technical experts to ensure visual presentation techniques were *scalable for large volumes of user data*.

### Product Designer at Desire2Learn

May 2011 – Aug 2011

- Led the team's first-ever *analysis of de-personalized client data* to better understand product adoption and usage trends in industry, enabling more justified design decisions.
- Delivered *UI mock-ups and functional design specifications* that met strict technical limitations and accessibility requirements and oversaw their development.

- Adapted to working in a *tight-knit agile development team* through effective communication and adopting iterative design cycles to maximize productivity.

## Application Developer at H4ckerfactory.com

Nov 2010 – Aug 2011

- Co-engineered a dynamic, XML-based survey application engine for Blackberry devices, delivering a *scalable solution* which eliminated the need to re-develop applications.
- Gained an understanding of *object-oriented programming* in Java through iterative development and self-guided learning, shipping a completed project on a tight timeline.
- Handled communication with the client on behalf of the BlackBerry team to *ensure the product met client needs* and project tasks were prioritized accordingly.

## Health Product Management Analyst at NexJ Systems Sep 2010 – Dec 2010

- Introduced a strategy for *integrating game mechanics* into NexJ's consumer wellness application and presented my recommendations to the company's executive team.
- Presented a lunch and learn on *Disruptive Technology Marketing Strategy* and it's role in NexJ's business plan, fostering an understanding of high-level strategy within the organization.
- Executed extensive *competitive analysis* on consumer wellness applications in the North American market to enhance NexJ's product strategy.

## PERSONAL PROJECTS

### whatissystems.com

Feb 2012 – Present

Whatissystems.com aims to help people understand Systems Design Engineering by presenting a collection of perspectives, experiences, and knowledge regarding the program. By doing so, we hope to enable others to associate Systems Design Engineering with it's relevant applications in their daily lives. The site is currently private as we prepare for release in early 2013.

### All Systems' Dough

Feb 2012 – Mar 2012

Pursuing a stronger understanding of Systems Design Engineering (SyDe) in industry, I gathered employment information from the 2014 class on their 3B co-op placement. The goal was to assess SyDe students' ability to be competitive in industry and understand where true interest and demand exists. Basic insights from the first iteration of this survey were presented as an infographic ([mylestan.com/Portfolio/all-systems-dough.png](http://mylestan.com/Portfolio/all-systems-dough.png)).

## INTERESTS

I enjoy photography, studying architecture, learning new languages, ultimate frisbee, beach volleyball, and various trade crafts such as leather and wood working.