

Nicholas Chairnando

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Education

B.S. Computer Science (Specialization in AI) | University of California, Irvine Sep 2023 – Jun 2025

Relevant Coursework: Human Computer Interaction, User Interaction Software, Principles in System Designs, Project in Intelligent Systems and User Interface.

Experience

Product Developer | Antariksa Audio Aug 2023 – May 2025

- Led the redesign of packaging and visual identity using Figma and Illustrator, resulting in a 30% increase in market reach and improved consumer perception.
- Designed and launched a premium audio-cable product line, securing patents and ensuring compliance with ISO and industry electrical standards.
- Conducted competitive analysis and feature benchmarking across 6+ audio-tech competitors to define unique value propositions and optimize positioning.

Junior Front-End Developer | TelandC Jun 2023 – Sep 2023

- Rebuilt responsive landing pages using React.js and Tailwind CSS, optimizing for mobile and load speed, resulting in an 8% increase in CTA engagement.
- Developed dynamic shipment tracking and rate calculators using RESTful APIs, reducing support tickets by 15%.
- Conducted A/B testing and usability audits with 250+ users using Hotjar and Google Optimize, leading to a 12% reduction in user task-completion time.
- Implemented WCAG 2.1 accessibility standards, including ARIA roles and semantic HTML, improving usability for screen readers and low-vision users.
- Collaborated on component libraries with Storybook for maintainable design consistency across web pages.

Achievements

2nd Place UCI Designathon | Pilly

- Designed and prototyped Pilly, an interface for individuals to manage and take their medications with clarity, ease, and independence.
- Conducted task-based usability testing with 10+ participants, including older adults and users with visual or motor impairments; observed time-to-completion and error rates to uncover usability barriers.
- Applied WCAG 2.1 standards in Figma, implementing high-contrast visuals, scalable typography, intuitive layouts, and simplified flows tailored to users with accessibility needs.
- Earned 2nd place out of 257 competitors by presenting a research-driven, inclusive design solution of interactions to a panel of industry judges focused on real-world impact.

3rd Place Beall Butterworth & Stella Zhang Semifinalist | Biru

- Led the end-to-end design of Biru, a mobile platform that connects households with housemaids in Indonesia, with a focus on accessibility, and trust-building UI.
- Collaborated with industry mentors and conducted user research with 100+ participants, applying survey design, affinity mapping, and persona development to validate product-market fit.
- Designed high-fidelity mobile prototypes in Figma, prioritizing trust-building UI patterns (e.g., verified profiles, transparent reviews, and visual clarity) tailored to household decision-makers.
- Secured \$3,500 in funding and advanced to the Stella Zhang Venture semifinals after pitching to investors and judges on scalability, impact, and user-centric design.

Skills

Technical: React.js, Next.js, Vue.js, JavaScript (ES6+), TypeScript, HTML5, CSS3, Tailwind CSS, Python, C++, C, Framer Motion, Git, REST APIs, Axios, Vite, Figma, Adobe XD, Framer, Storybook, Adobe Illustrator

Design & Prototyping: Responsive Designs, Component-Based Design Systems, Task-Based Usability Testing, A/B Testing, Heuristic Evaluation, User Personas, Affinity Mapping, WCAG 2.1, ARIA Roles, Agile Collaborations, SEO Optimization