

RADEN TONEV

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EDUCATION

University of Michigan | Ann Arbor, MI

M.S.I., Human Computer Interaction Sep '16 – May '18
GPA: 4.0

Eastern Michigan University | Ypsilanti, MI

B.S., Computer Science Sep '07 – Dec '11
GPA: 3.58

EXPERIENCE

UX Designer | U. Michigan, Prof. T. Dillahunt

Ann Arbor, MI Oct '16 – Now

- Led the UX design for a vehicle sharing research project aimed to improve transportation for underserved communities
- Conducted competitive analysis and interviews
- Developed personas and user scenarios
- Defined user roles and prototyped user interfaces

Research Assistant | U. Michigan, Prof. M. Nebeling

Ann Arbor, MI Sep '16 – Now

- Designed an interface to allow lab members to drag-and-drop content across different screens and devices
- Spearheaded the lab infrastructure setup efforts
- Collaborated with 7 other lab members to centralize the lab services into a common server API

Graduate Student Instructor | U. Michigan, Prof. M Kay

Ann Arbor, MI Jan '17 - Now

- Led lab exercises for a Data Manipulation class with 52 students

Software Developer | MICHR

Ann Arbor, MI Mar '14 – Oct '16

- Improved the usability of a clinical trials recruitment portal used by over 25,000 active users
- Optimized the deployment process for 4 projects
- Trained 2 business analysts on SCRUM methodologies
- Collaborated to develop a custom metrics tracking tool

Software Engineer | Client Network Services, Inc.

Lansing, MI Dec '11 – Mar '14

- Implemented a data-driven approach for handling a shared Medicaid between the states of Illinois, Maryland, Michigan, Utah, and Washington
- Automated the generation of an interactive PDF
- Designed and developed web application screens that capture meaningful electronic health records data

PROJECTS

UX Researcher | ARIA

- Modeled a device that helps mid-level self learning guitar players learn faster from YouTube video tutorials
- Designed a video player extension to make lessons customizable
- Conducted user enactments with 5 guitar learners
- Interviewed 7 target users

UX Designer | CourseWiz

- Designed a tool that helps students easily pick courses
- Conducted competitive analysis
- Interviewed target users
- Developed user personas
- Created interactive prototypes

Co-Founder, Design Lead | scAIRed

- Created an engaging puzzle game for iOS
- Led the game design and managed a team of 3
- Implemented the source code and integrated sounds and graphics
- Oversaw 2 voice actors and edited the game sounds

SKILLS

Design

Sketching
Brainstorming
Personas
Scenarios
Storyboarding
Wireframing
Prototyping

Tools

Sketch App
InVision
Photoshop
Illustrator
WebStorm
Eclipse
Xcode

Research

User Interview
Contextual Inquiry
Affinity Diagrams
Competitive Analysis
Survey Design

Development

HTML5
CSS3
JavaScript
Bootstrap.js
jQuery
Node.js
Java
Swift
Oracle