

# RADEN TONEV

rtonev@umich.edu | www.radentonev.com | (734) 262-3683

## EDUCATION

### University of Michigan | Ann Arbor, MI

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

### Eastern Michigan University | Ypsilanti, MI

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

## EXPERIENCE

### UX Designer | University of Michigan

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 | Michigan Information Interaction Lab

Ann Arbor, MI Sep '16 – Now

- Designed an interface that allows 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 | University of Michigan

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 | CNSI

Lansing, MI Dec '11 – Mar '14

- Implemented a data-driven approach for handling a shared project 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 Designer | CourseWiz

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

### UX Researcher | Iorio's Gelato

- Assessed the business health and operational practices
- Interviewed key stakeholders
- Researched the frozen dessert industry trends and themes
- Recommended customer service workflow improvements

### 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 the 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