

RADEN TONEV

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EXPERIENCE

Research Assistant | UX Design

Prof. Tawanna Dillahunt, UM School of Information
Ann Arbor, MI Oct '16 – Now

Working as an UX designer on a research project that aims to improve transportation in underprivileged communities through a vehicles and service sharing system. Conducted competitive analysis and contextual interviews. Developed personas and user scenarios. Defined user roles and designed user interface for each role.

Research Assistant | UI Engineering

Prof. Michael Nebeling, UM School of Information
Ann Arbor, MI Sep '16 - Now

Working in an interaction design lab on topics such as ubiquitous computing, UI engineering and crowd sourcing. Designed and developed a tool which controls all the devices in the lab and execute tasks for the lab users. Implemented user check in/out mechanism, as well as a live lab dashboard. Designed an interface that shows a birds-eye view of the lab, which enables context to be transferred from one display to another.

Software Developer

Michigan Institute for Clinical & Health Research
Ann Arbor, MI Mar'14 – Oct'16

Worked to aid and enhance clinical and health research. The team that I was a part of designed and developed solutions to improve recruiting clinical trials participants, scheduling patient visits, and conducting trials. Enhanced build automation. Improved coding practices and use of frameworks. Achieved service oriented architecture for existing and new projects. Simplified interactions and improved the user interfaces.

Software Engineer

Client Network Services Inc.
Lansing, MI Dec '11 – Mar'14

Contributed to the Medicaid Management Information System (MMIS) for several state governments. Enhanced the codebase and developed new screens and features. Interpreted federal regulations and developed an application that processes medical provider data, calculates medicaid amounts and processes payments. Automated mundane workflow and operational tasks.

EDUCATION

M.S.I., Human Computer Interaction

University of Michigan
Ann Arbor, MI Class of '18

B.S., Computer Science

Eastern Michigan University
Ypsilanti, MI Class of '11

SKILLS

Design

Sketching, Brainstorming, Interviewing, Personas, Scenarios, Affinity Diagrams, Storyboarding, Prototyping, Sketch App, InVision, Photoshop

Development

HTML5, CSS3, JavaScript, Bootstrap, jQuery, Node.js, Java, Spring, Hibernate, Maven, Gradle, iOS, Swift, Oracle, Python, CI, SCRUM, TDD

PROJECTS

UX Designer | CourseWiz

Designed a tool that helps students during course registration. Worked on competitive analysis, interviewing, brainstorming, personas modeling, paper and digital prototyping.

UX Researcher | Iorio's Gelato

Worked to improve Iorio's customer service experience. Conducted industry research, contextual interviews, and built an affinity diagram.

Game Designer/Developer | scAIRed

Created a fun puzzle game for iOS. My work included UX and game design, iOS development, sound and video editing and project management.