

# Raden Tonev

(734) 262 3683 | rado.toneff@gmail.com

**Online Portfolio:** <http://www.radentonev.com>

**LinkedIn:** <https://www.linkedin.com/in/raden-tonev-3929b227>

## EDUCATION

### University of Michigan

Ann Arbor, MI | Class of '18

M.S.I., Human Computer Interaction

### Eastern Michigan University

Ypsilanti, MI | Dec '11

B.S., Computer Science

## WORK EXPERIENCE

### Research Assistant | Prof. T. Dillahunt, UMSI

Ann Arbor, MI Oct '16 - Now

I am a part of a cross-departmental research project that aims to enable underprivileged communities by utilizing a centralized vehicle-sharing system. I play the role of UX designer & researcher and work with the team to help such communities to rise.

### Research Assistant | Prof. M. Nebeling, UMSI

Ann Arbor, MI Sep '16 - Now

Working in a new interactive lab on topics such as ubiquitous computing, UI engineering and crowd sourcing. I am designing and architecting a tool inspired by Jarvis from the Iron Man movies. It controls all the devices in the lab and communicates with the users of the lab.

### Software Developer | MICHR

Ann Arbor, MI Mar'14 – Oct'16

My goal was 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.

### Software Engineer | CNSI

Lansing, MI Dec '11 – Mar'14

Worked on enhancing the Medicaid Management Information System (MMIS) for several state governments. My main involvement was with the product team for a Medicaid program that

measures meaningful use of electronic health record systems by healthcare providers.

## PROJECTS

**CourseWiz** – Since many college students experience stress and anxiety when picking which courses to take each semester, I am designing a tool that aims to help UMSI students make great course picks with ease.

**Iorio's Gelato** – I am a part of a team that is consulting for an outstanding Gelateria in Ann Arbor, MI and East Lansing, MI to help them improve their customer experience from the moment a customer walks in the store, to the time they leave. My efforts are as a UX Researcher, conducting contextual inquiry. The artifact produced as a result of our work would be a recommendation and findings report.

**scAIRed** – As a hobby project, I designed a puzzle game for iOS. Throughout the project, I had to wear many hats, including UX & Game designer, mobile developer, and video editor. I also picked all the sounds and fonts, and prototyped all the graphics, which were later finished by a graphic designer.

## SKILLS

### Design

Participatory Design, Brainstorming, Contextual Inquiry, Interviewing, Personas, Scenarios, Storyboarding, Prototyping, Sketching, Sketch App, HTML5, CSS3.

### Development

HTML5, CSS3, Bootstrap, Java, Spring Core, MVC, and Security; Hibernate, JSP, Gradle, Maven, JavaScript, jQuery, Node.js, Backbone.js, Grunt.js, iOS, Swift, TDD, Oracle, Continuous Integration, SCRUM.

## RELEVANT COURSES

Contextual Inquiry and Consulting Foundations  
Intro to Interaction Design  
Fundamentals of Human Behavior