

Raden Tonev

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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

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.

Software Engineer | CNSI

Lansing, MI Dec '11 – Mar'14

Involved in 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, Adobe Photoshop, Adobe Illustrator.

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

