

# www.tonys.me

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#### **Education**

### Carnegie Mellon University | School of Computer Science

Master of Human Computer Interaction

Aug 2016 - Aug 2017

### **University of Toronto** | Faculty of Arts & Science

BA Architecture, BA East Asian Studies

Sep 2009 - June 2014

# **Current Projects**

### Design Lead, CMU MHCI Capstone | Zazzle

Working with Zazzle as the client, our team seeks to establish a new paradigm to young people's gifting experience through emerging tech. Informed by in-depth UX research methods, I am in charge of UI/UX, and visual design activities.

Jan 2017 - Aug 2017

### **UX Designer** | Audience Participation Game Project

Advised by Prof. Jessica Hammer

As part of CMU's APG project, we are building a horror game integrated with Twitch.tv. Crowd sourced interactions can impact the player and the outcome of the game. I lead my team in the game UX/UI, atmosphere, and level structure.

Nov 2016 - May 2017

# Work Experience

## Co-Founder & Product Designer | Adae

Co-founded and built a P2P start up for goods and services. Designed a unique mobile payment system. Gained valuable experience in pivoting and working on MVPs within time and budget constraints.

Nov 2015 - June 2016

### **Product Designer** | Arima.io

Completely re-designed and re-launched a web product which visualized data collected from fun, interactive polls & comments. Learned how to communicate with developers and how to design within dev constraints. Pitched to VCs, learned how to be agile.

Nov 2014 - Nov 2015

### Visual & UI Design Intern | Teranet Inc.

Worked with a large team of developers on the UI of an iPad app for real estate agents, and ads for the marketing team.

May 2013 - Sep 2014

### Skills

Sketch Illustrator Photoshop InDesign InVision Unity3D Principle

HTML CSS JavaScript JQuery Java

UX Research Contextual Inquiry Affinity Diagram Visioning Think Alouds Wireframing Prototyping

#### **Interests**

Sci-Fi aficionado Raising pigeons Basketball and tennis lifer