

Tony Deng

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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

Notable Projects

Design Lead, CMU MHCI Capstone | Zazzle

Working with Zazzle, our team delivered a Hi-Fi prototype aimed at strengthening young people's relationships. Informed by in-depth UX research methods, I was 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, and Finalist in CHI Plays 2017, we built a horror game integrated with Twitch.tv. Crowd sourced interactions impacts the player and the outcome of the game. I lead my team in the game UX/UI, atmosphere, and level structure.

Nov 2016 - Aug 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
Flinto

HTML
CSS
JavaScript
jQuery
Java

UX Research
Contextual Inquiry
Visioning
Think Alouds
Wireframing
Prototyping

Interests

Sci-Fi aficionado
Raising pigeons
Basketball and tennis lifer