

# Tony Deng

[www.tonys.me](http://www.tonys.me)  
[tony.yi.deng@gmail.com](mailto:tony.yi.deng@gmail.com)  
412.692.1379

## Education

### **Carnegie Mellon University | School of Computer Science**

Masters in 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 part of CMU's Capstone Project, our team is currently researching how Zazzle can build relationships using emerging technologies and customized gifting. I am in charge of all things design, including UI/UX and visual.

Jan 2017 - Aug 2017

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

Advised by Prof. Jessica Hammer

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

Nov 2016 - May 2017

## Work Experience

### **Co-Founder & Product Designer | Adae**

Co-founded and developed a P2P web 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. Met and pitched to VCs, gained valuable experience in a lean start up.

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