

www.tonys.me

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

UX Designer, 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

UX/Game Designer | Audience Participation Game Project

Advised by Prof. Jessica Hammer

As part of CMU's APG project, my team is building a horor game integrated with Twitch.tv, in which a main player can interact with the audience, and 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 & UI/UX 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 & budget constraints.

Nov 2015 - June 2016

UI/UX 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

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