

Thomas Kang

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Projects

Disneyland App redesign

- Analyzed direct and indirect competitors to determine the strength and weaknesses of the app
- Collected data through usability tests and cognitive walkthroughs to identify pain points of the app
- Conducted user surveys and user interviews to finalize redesign targets
- Created high-fidelity wireframes based off redesign targets and collected data
- Created personas to better understand user experience and needs

Anteater Academics website design

- Designed a website to provide college students with an efficient, easy to use, and consolidated method of registering for classes
- Created stakeholder model for user representation
- Created multiple goal models with differing concepts allowing for growth and evolution of the software
- Created usage model to represent possible paths of usage by stakeholders
- Created domain model

WEB CRAWLER | PYTHON, HTML

- Implemented a scraper function to receive a URL and corresponding Web responses. Parsing web responses, extracting information if valid, and returning URLs from the scraped pages.
- Prompts the user for a query, look up the index, and gives out a ranked list of pages with the most relevant order. Rankings are based off tf-idf and cosine similarity calculations.

Education

AUGUST 2018 – DECEMBER 2021 | UNIVERSITY OF CALIFORNIA, IRVINE

- Major: Informatics specializing in Human-Computer Interaction
- Related coursework:
 - Human-Computer Interaction Requirements and Evaluation
 - Software Testing, Analysis and Quality Assurance
 - Software Design: Applications, Structure, and Implementation
 - Information: Retrieval, and Visualization
 - Ubiquitous Computing
 - Project Management

Technical Skills

Programming: Java, Python, C++, R

Web Development: HTML, CSS, JavaScript

Databases: SQL

Misc: Figma, Blink, Invision, Adobe XD, Excel