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.

SEARCH ENGINE| PYTHON
· Prompts the user for a query and at the time of the query the program will stem the query terms, look up the index, and give out a ranked list of pages that are relevant for the query, with the most relevant being on top. 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:
  o Human-Computer Interaction Requirements and Evaluation
  o Software Testing, Analysis and Quality Assurance
  o Software Design: Applications, Structure, and Implementation
  o Information: Retrieval, and Visualization
  o Ubiquitous Computing
  o Project Management

Technical Skills

Proficient in Java, jQuery, Python, SQL, and HTML