

ANDREW CEN

UX Designer and Researcher

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Experience

UX Design/Research Intern
WEX Inc.

Portland, ME
Summer 2019

Ideated and designed user tests for WEX applications. Conducted usability tests and analysis of results for actionable data. Compiled data into high level finding summaries. Conceptualized, sketched, and prototyped wireframes and user flows using InVision, Zeplin, and Sketch.

Graduate Student UX Researcher
HCI Games Group

Waterloo, ON
Jan 2017 - Current

Designed studies researching the implications of gamification, human computer interactions (HCI), and games user research (GUR). Assisted other graduate researchers, as second or third author, in similar fields. Created user interfaces in Unity engine for research testing purposes. Performed user testing (Heuristic evaluations, A/B testing, user interviews, etc.) to test research prototypes.

Graduate Student Researcher
Otto-Von-Guericke Magdeburg University

Magdeburg, GER
Summer 2018

Assisted in research on the gamification of concentration training for children with ADHD. Designed assets and research plan for studying effectiveness of gamification on training tasks.

Lab Researcher/Teaching Assistant
Kyoto University

Kyoto, JPN
Jan 2016 - Aug 2016

Assisted in the ideation and creation of cultural digital art pieces, focusing on a digital experience of blending in traditional Japanese folklore and contemporary media. Created supplementary assets for contemporary digital media art. Trained and worked with high speed cameras.

Education

Masters of Applied Science
University of Waterloo

Waterloo, ON
Sept 2017 - Current

Masters in Systems Design Engineering candidate maintaining a 3.75 GPA. Research focus areas explore User Experience (UX), Gamification, Human Computer Interactions (HCI).

Projects

Journaly - UX/UI Designer

Whitby, ON
Mar 2019

A.I. for Good Hackathon - 1st Place Winner

Designed an application that utilizes A.I. sentiment analysis to help improve mental health treatment and outcomes. Sketched, wireframed, and lo-fi prototyped application in 36 hours for hackathon.

TD Personal Assistant - UX/UI Designer
Uxperience 2.0 Design Camp

Stratford, ON
Nov 2018

Ideated and created an experience enabling small business owners to quickly access information about their business and understand other banking services available to them. Designed a service to help banks build customer rapport and promote customer adoption with other bank products. Sketched, wireframed, and lo-fi prototyped customer interactions and service experience in 12 hours for hackathon.

Skills

Software

Adobe XD
Illustrator
Photoshop
Lightroom
InVision
Sketch
Balsamiq
Zeplin

UX Methods

Persona
Affinity Diagram
Storyboarding
Wireframing
Usability Testing
User Research
Lo-fi/Hi-fi Prototyping

Programming

Basic HTML
Basic CSS
Basic Javascript

Languages

English
Cantonese

Hackathons

Hack the Valley 2018
Uxperience 2.0 2018
A.I. for Good 2019
Hack the Valley 2019
Hack the Six 2019
HackHarvard 2019

References

Available upon request