

ANDREW CEN

UX Designer and Researcher

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Experience

UX Design/Research Intern
WEX Inc.

USA, Maine
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 reports. Ideated, sketched, and prototype wireframes and user flows using InVision, Zepelin, and Sketch.

Graduate Student UX Researcher
HCI Games Group

CAN, Ontario
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. Designed 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

GER, Magdeburg
Summer 2018

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

Lab Researcher/Teaching Assistant
Kyoto University

JPN, Kyoto
Winter 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

CAN, Ontario
2017 - Current

- Masters in Systems Design Engineering
- Maintained 3.75 GPA
- Research area focused in User Experience (UX), Gamification, Human Computer Interactions (HCI)

Projects

Journaly - UX/UI Designer
A.I. for Good Hackathon

CAN, Ontario
Mar 2019

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. Team placed 1st in hackathon.

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

CAN, Ontario
Nov 2018

Designed an experience for small business owners to be able to quickly access information about their business and understand other banking services available to them. Experience was designed to help banks build customer rapport and invest more resources into other banking services. 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

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

References

Available upon request