UIUX DESIGNER

TONY CHEN

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EDUCATION

Pratt Institute

Aug 2022 - Jun 2024
M.F.A in Communication Design
Relevant Coursework: UIUX
studio, UX Industry, Typography

Google UX Certification

Jun 2023 - in progress

University of California, Irvine

Jun 2021 • GPA: 3.90 B.A. in Art Minor in Digital Art Honors in Art Program

EXHIBITIONS

Sympoiesis

Aug2023 - Aug 2023

UCI Catalyst—The Morning After The Mourning

April 2022 - May 2022

UCI Undergraduate Honors Thesis Exhibition—Mimosas After the Funeral

May 2021 - Jun 2021

UCI's 16th Annual Juried Undergraduate Exhibition

Jan 2020 - Feb 2020

SKILLS

Software

Figma, Adobe Xd, Webflow, UXPin, HTML5, Python, FigJam, TouchDesigner, Illustrator, Photoshop, InDesign, After Effects, Premiere, Microsoft Suite, Miro

Design

Ethnographic Research, Field Studies, User Interviews, Competitive Analysis, Persona, Wireframing, Usability Testing, UI Design, Responsive Web Design, Interaction Design, User Centred Design, Motion Design, Typography

EXPERIENCE

UX Researcher & Designer, JB Coating Technologies

Remote / May 2023 - Dec 2023

- Conducted thorough analysis of original website through user interviews and journey maps, and re-maped website to fit in new product system that increased product page user activity by 63%
- Collaborated with front end developer on tools such as react, javascript, bootstrap, and css to analyze different design strategies
- Designed and experimented data tracking and information sharing features, enabling user and company to visualize sustainability impacts

Visual Designer, JunYe Design

Remote / Jul 2021 - May 2022

- Converted print publications into digital formats based on data collected from surveys and interviews to address challenges posed by pandemic
- Initiated redesigns, data analytics, design metrics, and concept testing of community service app for users located in Tianhe, Guangzhou

Guangzhou, China / Jun 2019 - Sep 2019

 Collaborated closely with multidisciplinary team to conduct contextual inquiry and deliver promotional materials, including flyers, marketing campaigns, and integrated e-commerce platform UI

Graphic/User Interface Designer, UCI TDS Department

Irvine, CA / Nov 2019 - Jun 2021

MyCommute

- Worked cross-functionally with photography department and ST department to create a UCI-branded online permit shop design
- Designed wireframes and paper prototypes to illustrate general layout
- Decreased 30% of the time users spend on each process

Bike Month

 Built new graphical contents, media kits, and animation videos for the UCI bike website and attracted 20% more new visitors and improved student participation rate by 42% on virtual platforms

Graphic/Product Designer, Freelance

China & America / Oct 2019 - Current

 Researched and designed solutions, such as sport mobile apps, album covers, personal websites, event flyers, brand designs, and eCommerce websites

PROJECT

Social Sharing App, AnyTime

Remote / May 2023 - Current

- Led research and design of human distance relationship product that gives users insights into their communication habits by using methods such as competitive analysis, contextual inquiry, and interview
- Designed platform that includes Chat Frequency Tracking and Photo Package features to proactively alert users about their relationship interactions
- Developed wireframes, low fidelity prototype, and high fidelity prototype using Figma, enabling users to navigate platform and offer comprehensive feedback through usability testing

Recommendation System App, Trip-Connect

Remote / May 2023 - Current

- Applied research methods, including interview, affinity mapping, card sorting, and persona to identify pain points associated with self travel in the US
- Designed **high fidelity prototype** featuring **randomized shack** feature that integrates into the recommendation system
- Led research and design of an innovative GPS system flow enabling users to identify in-between road options, reducing 56% of the time spent on searching