

DAVID CHIANG

USER EXPERIENCE DESIGNER | (410) 948-9826 | CHIANG.C @ GATECH.EDU

PROFESSIONAL EXPERIENCE

Pixar *User Interface Designer*

2016 *Internship with the Studio Tools Department responsible for Pixar's in-house production software*

- Performed internal user research to determine ideal user workflows and interaction requirements
- Created documentation for workflow analyses, user models, and development specifications
- Conceived and crafted visual mockups for weekly design reviews and scheduled focus groups
- Collaborated with a team of software engineers to design and build a new tool in 9 weeks

LaunchCode *Lead Web Designer/Front-End Developer*

2014 - 2015 *A non-profit startup for regional talent retainment in America's present tech industry*

- Produced live HTML/CSS mockups from concept, design, to actual development
- Built a modular JavaScript menu for custom user interactions in a responsive layout
- Worked within Ruby on Rails' scaffold for Back-End CRUD operations
- Developed and grew the startup's brand new website from zero to 20,000 monthly visitors

RECENT PROJECTS

UberCARE *Interaction Designer*

2016 *Service design proposal aimed to improve private transportation's universal access*

- Analyzed Uber's existing business service with brand touchpoints and customer journey maps
- Engaged iteratively with multiple key stakeholders to test and validate user motives and challenges
- Directed efforts in UI design, visual style, and video assets creation for the final client presentation
- Presented an incremental service blueprint equipped with organizational first steps and incentives

RIST *UX Designer, Researcher, Engineer*

2015 *User interface prototype aimed to improve parent and child in-store shopping experiences*

- Contributed to product definition, user research, usability testing, and UI design
- Conducted field interviews, surveys, heuristic evaluations, and usability inspections for user insights
- Rapidly prototyped an interface for the Apple Watch platform with Marvel and FramerJS

Boardshare *Scrum Master/Lead Web Designer/Full Stack JS Engineer*

2015 *A collaborative whiteboard, code-editor, and video chat web application*

- Collaborated with a team of 4 as scrum master, designer, and developer
- Designed and developed a landing page and the entire app UI within Handlebars template
- Profiled users in Passport.js Github OAuth authentication with sessions in MongoDB

TECHNICAL SKILLS

Visual Photoshop, Illustrator, InDesign, Sketch, Balsamiq, FramerJS, Unity 3D
Prototyping Rhino + V-Ray/Grasshopper, AutoCAD, Lasercutting, 3D Printing, Woodworking
Code JavaScript, jQuery, Node, MongoDB/Mongoose, CSS3, HTML5, git, Grunt, GreenSock AP

EDUCATION

Graduate *Master of Science in Human-Computer Interaction*

2017 Georgia Institute of Technology

Undergraduate *Bachelor of Arts in Architectural Design*

2013 Washington University in St. Louis

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