

# GABY CHAN

## PRODUCT & VISUAL DESIGNER

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### EDUCATION

CLASS OF 2020

#### Master of Human-Computer Interaction + Design

University of Washington

CLASS OF 2018

#### Bachelor of Arts, Communication Studies

Digital Humanities Minor

University of California, Los Angeles

### SKILLS

#### Research & Design

Visual Design, Interaction Design, System Design, Information Architecture, Concept Prototyping, Storyboarding, User Interviews, Usability Testing, Secondary Research

#### Tools & Software

Adobe Creative Suite  
Figma / Sketch / Adobe Xd  
Protopie / Principle / InVision  
HTML / CSS / Javascript  
Arduino / Processing / P5.js  
Miro / Airtable

#### Expertise & Interests

E-learning & Ed-tech, Community Building, Content Creation & Sharing, Augmented Reality, Computer Vision, Computational Photography, Sustainable Design

### ACTIVITIES

#### Photographer

2019 - 2020

Sofar Sounds Seattle Photographer

2019 - 2020

Photographer for MHCI+D program

2018 - PRESENT

Freelance Photographer

### EXPERIENCE

JUL 2019 - PRESENT

#### Lead Product Designer, Omou

- Managing a product feature team to launch a tutoring management platform. Working on course registration, payments, and attendance tracking features.
- Established methods and review processes to improve the design team's workflow and design handoff to developers.
- Built and documented a design component library for the design system.
- Involved in product planning and strategy with the product manager.

JUN 2020 - AUG 2020

#### UX Design Consultant, Kloa

- Worked on a mobile content sharing platform by a UW tech incubator start-up.
- Identified design opportunities from user and market research, and drafted wireframes of early design concepts.

JUN 2018 - SEP 2018

#### Product Design Intern, Fulcrum Labs

- Researched learning behavior/practices to provide input on improving Fulcrum Lab's adaptive e-learning platform.
- Designed a digital flashcard activity prototype aimed to promote better information retention and recall for learners.
- Designed graphics for sales pitch decks and website marketing content.

### PROJECTS

FEB 2020 - AUG 2020

#### UX Designer, Delightful Things (Master's Capstone, advised by IDEO)

- Designed an item inventory system that utilizes NFC tags to document the life of people's belongings, aimed at cultivating sustainable consumer behaviors.
- Led the concept development and visual design of the mobile app and materials.
- Assisted in user research and synthesis process to uncover consumer behaviors.
- Crafted the narrative and produced photo and video assets for the final video.

MAR 2019 - JAN 2020

#### Visual Designer, ShelterSmart

- Volunteered with a team of disaster responders and designers to produce the 2nd iteration of a print DIY shelter guide for community disaster response.
- Owned the design document, iterated on feedback, and delivered the final design.
- Created a webpage with Wordpress for the FIT website to distribute the guide.