

Timmy Chiu

Product Designer | UX Strategist

★ www.TimmyChiu.com

in [LinkedIn.com/in/TimmyChiu](https://www.linkedin.com/in/TimmyChiu)

✉ TimmyChiu96@gmail.com

☎ +1 (310) 936 9741

education

Carnegie Mellon University 08/2019 - 08/2020
School of Computer Science
Master of Human-Computer Interaction
GPA: 4.12

Savannah College of Art and Design 09/2014 - 05/2018
BFA in Visual Effects
Minor in Technical Direction
GPA: 3.88

experience

DISOWN | Principal Product Designer 09/2020 - Present
Freelance

- Collaborating with founders of a male accessories startup to lead research to inform design decisions of the website, unboxing experience and branding.

Mobile AI | Product Designer 01/2020 - Present
Freelance

- Producing an elegantly designed interface for an alarm clock to demystify the science behind a good night's sleep and drive first downloads on the app store.
- Devising an intuitive flow and reducing the number of screens to enable individuals to achieve restful sleep to improve productivity and mental health.

Zazzle, MHCI Capstone | Product Designer 01/2020 - 08/2020
Carnegie Mellon University

- Lead project planning activities in an interdisciplinary team to facilitate live and innovative remote research to explore the nebulous domain of creativity.
- Established a system of modes to help reorganize existing Zazzle tools to foster a more active and exploratory creative process based on 6 months of research.
- Generated delightful brainstorming activities to help users overcome the "blank canvas dilemma" and jumpstart their creative projects, ultimately increasing the possibility of sales of products.
- Crafted micro-interactions for the homepage, logo transitions and prototypes to improve user's understanding of spatial layout.

CubeRover | Product Designer 09/2019 - 01/2020
Carnegie Mellon University

- Determined the system of image storage and categorization to ensure an efficient flow for blast ejecta analysis and post-mission analysis.
- Helped design the map's user interface to provide optimal performance of navigating lunar terrain.

DreamWorks Animation, SCAD | CG Artist 03/2017 - 05/2017
SCAD Collaboration

- Produced a multi-shot deliverable of an environment that incorporated a strong narrative without the use of characters.



I am an end-to-end product designer leveraging both my design and technical background to solve complex problems. My insatiable curiosity has led to a breadth of experiences that enable me to thrive in ambiguous environments. Together we'll use data to build the right thing. For the right reason. For the right people.

skills

Design

A/B Testing, Customer Journey Maps, Microinteractions, Personas, Rapid Prototyping, Reverse Assumptions, Service Design, Wireframing

Research

Affinity Diagramming, Competitive Analysis, Contextual Inquiry, Observe & Intercept, Speed Dating, Storyboarding Think Aloud Protocol, Usability Testing

Programming

HTML, CSS, Javascript, C#

Personal

3D Printing, Mediocre Cooking, Photography

software

Design

Figma, Invision, After Effects, Photoshop, Voiceflow, Sketch, XD

3D

CURA, Maya, Nuke, Mari, ZBrush, Marmoset Toolbag

awards

SIGGRAPH 2017 Student Work Exhibit
The Rookies Scholarship Finalist (2017)
SCAD Homepage: Featured Project
SCAD Academic Scholarship
SCAD Artistic Scholarship