

Timmy Chiu

Product Designer | UX Strategist

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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 - 06/2018

BFA in Visual Effects
Minor in Technical Direction
GPA: 3.88

experience

Hiretual | Product Designer 11/2020 - Present

Full-time

- Strategizing and building an end-to-end flow for integrating data from partners to increase the database by 64M+ profiles.
- Establishing a scalable information architecture to aggregate the information from multiple sources in a digestible and consistent format for users.
- Scaling the design team to six designers and supporting the output for seven independent product lines utilizing design specs for efficient handoffs.

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 - 12/2020

Freelance

- Designed an elegant interface for an alarm clock to demystify the science behind a good night's sleep and drive first downloads on the app store.

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 (funded by NASA)

- 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.



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, Adobe Creative Suite, Voiceflow, Whimsical

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