

UX DESIGNER

ZACH CHEUNG

OBJECTIVE

I'm a UX Designer with over 5 years of experience. I currently work at Glooko, which provides diabetes management products for patients and clinicians.

CONTACT

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EDUCATION

[San Jose State University](#)

MS, Human Factors

December 2014

[San Jose State University](#)

BS, Management Info Systems

May 2011

EXPERIENCE

[Senior UX Designer // Glooko Inc - Mountain View, CA](#)

May 2017 – Present

- Redesigning the Glooko and Diasend web product - reducing maintenance of two products and simplifying the experience.
- Running usability sessions with health care professionals to validate new designs.
- Leading efforts on increasing efficiency between communication and standards.
- Influenced the implementation of a UX design process and design sprint.

[UX Designer // Cyence Inc - San Mateo, CA](#)

January 2015 – March 2017

- Collaborated with PMs to plan requirements to fit into the product roadmap.
- Worked closely with developers on implementing designs/code into production.
- Conducted user research with goal driven user testing and customer interviews.
- Drove the use of prototyping for interaction design and user testing.
- Defined the user experience design process/principles with junior designer.

[UX Designer // SAP Labs - Palo Alto, CA](#)

January 2014 – January 2015

- Redesigned mobile of Cloud for Customer in iPad and Android.
- Worked with product managers, UX designers, and developers to deliver wireframes, mockups, and behavioral specs.
- Partnered with a UX Researcher on building prototypes for mobile user testing.

[UX Intern // IBM Silicon Valley Labs - San Jose, CA](#)

June 2013 – January 2014

- Designed for new users by using principles from onboarding techniques.
- Redesigned calendar by analyzing user needs, personas, use cases, and task flows.
- Developed interactive prototypes for stakeholders and user testing.

SKILLS

Software

Sketch, Photoshop, Illustrator, After Effects, Flinto, Axure, InVision, HTML, CSS3

Design

Sketching, Task Flows, Storyboarding. Wireframe, Prototyping, Hi-Fidelity

Research Methods

Surveys, User Interviews, Usability Testing, Personas, Heuristic Review, User Journey