

Tim Tseng.

UX & Product Designer Based In Irvine, CA

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EXPERIENCE

Contract UX Designer · Betchya · Jul 2021 - Present

- Sketched, wireframed and prototyped a high fidelity prototype that was pitched to investors at the 2021 Northwest Indian Gaming Conference.
- Conducted market / user research for casino sportsbook applications and presented synthesized insights to stakeholders.
- Led stakeholder interviews to help redefine business goals, MVP features, and brainstorm ideas together.
- Worked with inhouse developers to launch new MVP design into the Google app store.

UX Design Intern · UPSKLS · Jun 2021 - Jul 2021

- Conducted a full research study which included 9 user interviews, 2 surveys, 2 user personas, and a robust journey map to gain insights on how to increase student engagement and referrals.
- Utilized prior experiences as a software developer to ideate realistic solutions based on the client's strict technological constraints.
- Attended weekly stakeholder meetings to present findings, collaborate, get feedback on deliverables.
- Delivered final Figma design files in design-to-development hand off meeting.

Mobile Software Developer · Betchya · Sep 2020 - Jun 2021

- Worked on both front and backend implementation for MVP launch.
- Created wireframes for various interfaces within the mobile application
- Collaborated with outsourced designers to implement new features and design changes.
- Assisted with beta testing and implemented changes based off user feedback and test results.

Pricing Coordinator · Kingston Technology · Aug 2014 - May 2017

- Provided strategic pricing to help sales secure large volume deals worth up to \$500,000.
- Determined market pricing for over 30 flash memory products to maximize sales profit.
- Worked cross functionally with over 5 different departments such as planning, business development, marketing and sales to ensure business operations were running smoothly.

EDUCATION

General Assembly · UX Design Immersive Certificate · 2021

Oregon State University · B.S Computer Science · 2018 - 2020

University of California, Davis · B.A Economics · 2008 - 2012

TOOLS & SKILLS

Tools: Figma, Adobe Creative Suite, HTML, CSS, Javascript, NodeJS, Python, Flutter / Dart, Github

Skills: User Research, User Interface Design, Design Thinking, Interaction Design, Information Architecture, Wireframing, Design Systems, Prototyping, Usability Testing, Visual Design, Web Design, Mobile Design