Kevin Chiu

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Portfolio: https://kxchiu.github.io/

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Education

University of Washington
Graduated Winter 2017
B.S. Informatics (HCI)
B.A. Business (Finance)
B.S. Economics

Skills

User Research
Content Strategy
User Flows
Personas / Scenarios
Information Architecture
Wireframing
Prototyping
Usability Tests

Tools

Axure
Figma
Adobe Illustrator
Adobe Photoshop
Adobe InDesign
Microsoft Word
Microsoft Excel
Microsoft Powerpoint
Tableau
Sublime Text
Android Studio

Languages

HTML / CSS
JavaScript / jQuery
Bootstrap
AJAX
JSON
PHP
Java
C#
Azure Cloud
Amazon Web Service
SQL / MySQL
R / STATA

Work Experience

Webmaster (Substitute Military Service) | WaiShe Elementary School
March 2018 – Present
Manage the content of the school website using XOOPS CMS. Update the information about the school's administration, current events and student activities. Fix dead links and improve the page layout with custom code in CSS.

Web Developer & Content Strategist | Seattle Meowtropolitan
July 2017 – March 2018
Work with web developer team members to implement new design and site structure with HTML, CSS, and PHP. Create a content inventory and conduct content, technical, and competitive audits on the business' website. Review, analyze, and report content problems to the supervisor and manager. Ideate SEO and UX solutions and generate content for the website.

UI Developer & UX Designer Intern | Swigel
January 2016 – August 2016
Implemented the user interface designs with HTML, CSS, and JavaScript. Developed wireframes, low- and high-fidelity prototypes with Axure. Researched and examined user needs for the company's new products. Designed the user flow, user interface and core features for the products.

Webmaster | Taiwanese Oversea Student Association, UW
September 2014 – April 2016
Managed and constantly generated the content on the club website using the Weebly platform. Designed and improved the page layout with custom code in HTML and CSS.

Selected Projects

UN1FIED | Smartwatch Mobile Design
October 2016 – December 2016
Helped creating and defining the design language for our own smart watch. Defined the app & content types by creating app schematics that can be used as a starting point for each app type. Designed the details (features, flows, etc.) of 1 app individually and 2 other apps collaboratively. Delivered the wireframes with Figma.

ClimateImpact | Capstone Mobile Application Design
January 2016 – June 2016
Designed a carbon accounting tool for the Native American communities in collaboration with sponsors from the School of Environmental & Forest Science. Created the user flows, sitemaps and wireframes of the application with Axure. Developed the interactive prototype for the Android platform with Android Studio.