



Dillon Chi

User Experience Designer

🌐 dillonchi.com

📞 858.880.5678

✉️ hello@dillonchi.com

Education

ArtCenter College of Design / Interaction Design; DesignMatters Minor

EXPECTED DECEMBER 2020, PASADENA

- Class projects cover user research and proper user-testing methods
- Conceptualized prototyping at multiple levels of fidelities
- Student Leadership Education and Development (SLED) Grant awardee

"ActivQuest" - SDHACKS 2019 Winner

- Spearheaded a Hackathon Club to master leadership and teamwork skills
- Coordinated two groups of four students to compete against 800+ students in San Diego
- Awarded a SLED grant to cover all students' expenses
- Both teams placed and received educational grants from the sponsoring company

"Pandemic Response Design Challenge" – Co-Founder and Co-organizer

- The focus of was not only to design for COVID-19, but also for future global catastrophes. The top three topics addressed by the 10 teams were remote collaboration, health, and education.
- Delivered a rich schedule of talks, workshops and office hours featuring sixteen industry professionals from Adobe, Ascension, Cedar Sinai, Unity and Unisef Kid Power.

"Relay"- Interactive Prototyping 3 Project

- Executed a 15-week project to explore the possibilities of P2P item pickup and delivery
- Researched empathetically and documented the user journeys of multiple shoppers
- Conducted user tests of 8 different versions of multiple levels of fidelities
- Completed an ad to showcase the prototype and its micro-interactions

Professional Experience

Vermilion Sea Institute / Web and Tech Administrator

NOVEMBER 2015 - PRESENT, REMOTE

- Evaluated business technologies to support the organization
- Overhauled the website and transitioned from WIX
- Manage the website and internet presences

Best Print Graphics / Graphic Designer

AUGUST 2017 - AUGUST 2018, SAN JOSE

- Conceptualized and executed Graphic Design work for Tech Companies in the bay area such as Oath (Yahoo), PayPal, and AutonomouStuff
- Developed systems to create accurate mock-ups for vehicle graphics and wraps.

Skills

Software: Illustrator, Photoshop, InDesign, XD, ProtoPie, Sketch, Figma, Unity, SolidWorks

Design: Contextual Design Research, Competitive Analysis, Personas, User Scenarios, Informational Architecture, User Journeys, Wireframes, Storyboards, UI Design, Paper Prototyping, User Testing, Machine Learning, and Mixed Reality: VR and AR