

STEPHEN CHENG

Product Designer and Entrepreneur

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WORKING EXPERIENCE

2017 MAR
- JULY

Co-founder and Lead Designer, Each Technology Inc.
"Each" is a knowledge based content platform for the well educated people in China. I co-founded the company and built a ten-person team in four months. As the designer, I worked with five engineers and lead the design of our product and conducted different stages of user research from initial MVP testing to weekly design sprints.

2016 JUNE
-AUG

User Experience Intern, POSSIBLE
Designed wireframes and prototypes to provide digital solutions for sales and promotion websites. Worked with user researcher to synthesize primary research into key findings and insights for building a product a client had limited vision of.

2016 JAN
-APR

Product Designer and Co-founder, Quant Health
Quant Health was a new health platform, that collects and organizes scientific proven treatment data from major health information publishers into one user-friendly and trustworthy mobile health center application. I lead Quant Health app design.

SKILLS

Mobile UI/UX design
User interview
Usability testing
Speed prototyping
Iterative prototyping
Entrepreneurship
Html CSS
Video production
Mixed / Virtual reality

SELECTED PROJECTS EXPERIENCE

2016 OCT
-PRESENT

Holographic UX designer, Honeywell Aerospace
Honeywell Aerospace collaborates with a team of professor and students from UW Interaction Design. Working on implementing Hololens to facilitate pilots during a landing procedure.

2016 OCT
-PRESENT

Interaction Designer, UW Hyperloop team
Working on interior experience within a team with industrial designers and interaction designers for UW Hyperloop team.

TOOLBOX

Illustrator & Sketch
Invision
Keynote
Framer JS
Photoshop
InDesign
After Effects
Premiere Pro

EDUCATION

2013-2017

University of Washington, Seattle
Bachelor of Design in Interaction Design
Graduated in June 2017