

Derek Chan

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Professional Experience

Interaction Designer, Design Education Initiative
Present

Currently involved in a self-initiated project to bring design education into the classroom for students in middle or high school.

Duties include:

- Establishing contacts with supporters in the interaction design community
- Conducting interviews with subject matter experts
- Conducting ethnographic research at high schools
- Drafting a business plan

Interaction Designer, Glass House Conversations Project
Present

Member of a six-student team tasked to design a new experience for continuing the long-standing tradition of conversations held at the Philip Johnson Glass House.

Duties include:

- Understanding the rich materials and assets provided by the client
- Interviewing thought leaders in the design community
- Concept exploration and presentation
- Creating and presenting deliverables to the internal team and client

User Experience Designer, Interactive Partners
Through May 2009

Engaged in all areas of the user experience design process. Had a strong focus on storytelling, research, and information architecture.

Duties included:

- Leading the user experience design process for projects
- Conducting and synthesizing user research
- Concept exploration with internal teams
- Creating and presenting deliverables to internal teams and clients
- Analyzing and devising website information architecture
- Prototyping product concepts

Systems Administrator, Oyen Wiggs Green & Mutala LLP
Through June 2007

Duties included:

- Helpdesk support for all employees
- Troubleshooting office hardware and software
- Writing technical documentation for protocol, policy, and instruction
- Maintaining servers and troubleshooting network connections
- Leading new software training seminars for employees

Profile

Derek Chan is an interaction designer with a deep understanding of user experience practices. He has collaborated and led projects with such clients as the BBC, Madison Square Garden, and Showtime. He is now a graduate student in the MFA in Interaction Design program at the School of Visual Arts.

Design Skillset

Deliverables

Competitive Analyses
Concept Models
Content Audits
Cybernetic Feedback Loops
Experience Briefs
Functional Specifications
Personas & Scenarios
Process/Task Flows
Prototypes: Paper & Digital
Sitemaps
Storyboards
Wireframes

Software

Adobe Illustrator
Adobe InDesign
Adobe Photoshop
Apple Keynote
Axure RP Pro
Microsoft Office Suite
Microsoft Visio

Education

School of Visual Arts

M.F.A., Interaction Design
Expected 2011

Simon Fraser University

B.A., Communication
Concentration: Technology & Society

References

Available upon request