DAN VANG

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Product | User Experience | Interaction

I'm a design strategist with a creative background that spans over a decade, designing experiences that integrate digital ideas into physical spaces. I have expert understanding of the design process, from in-depth research and synthesis to rapid prototyping and rigorous usability testing. My passion is rooted in research and technology, combining what we learn and understand about our abilities as a business to create innovative solutions for our customers.

EXPERIENCE

User Experience Instructor
General Assembly, 2022, 2.5 years

Contract Designer *2014, 7 years*

- **User Experience Designer**
  Cipher Skin, 2021, 6 months
- **Product Designer**
  CarbonLoop, 2019, 2 years
- **User Experience Researcher**
  Digital Karma, 2017, 1 year
- **User Experience & Technical Designer**
  We Are Matik, 2014, 7 years

Design Instructor
Mt. Sierra College, 2019, 6 months

Associate Art Director
J&D Printing, 2013, 1 year

Graphic Designer
Outlook News, 2012, 5 years

Graphic Designer
Value Windows, 2009, 3 years

VOLUNTEER

Director of Design
UXPLA, 2018

Guest Presenter
DesignX Pasadena, 2018

Design Leader & Presenter
Open IDEO: Los Angeles, 2017

EDUCATION

Certificate: User Experience Design
General Assembly, 2017

Bachelor's: Media Art & Graphic Design
Mt. Sierra College, 2008

Elective: Business
Pasadena City College, 2005

PROJECTS & ACCOMPLISHMENTS

2022 – User Experience Instructor
Primarily responsible for leading design lessons and facilitating workshops to educate aspiring designers about the design framework. I leveraged my expert experience to establish best practices, drive innovation, and ensure the highest quality of education for my students.

2021 – Cipher Skin Companion App
A companion app that monitored and visualized data being collected through a medical device worn by patients and athletes looking to improve their mobility and performance. I redesigned the user flow, prototyped an interface and conducted usability tests and research that informed our team about features that addressed user needs.

2019 – CarbonLoop Recycling App
An on-demand recycling service that allowed residences and businesses to have their recycling done for them. I lead user research, competitive analysis and usability testing that informs our team which features to prioritize and make critical product design decisions.

2019 – Nickelodeon Teenage Mutant Ninja Turtles Sewer Studios
An interactive installation to promote a new toy line. I lead user research, designed the user interface and prototyped the stop motion mobile application used by children at a traveling installation.

2019 – NBA Tip-Off 2019, Comic-Con San Diego
An interactive experience for guests at Comic-Con. I designed the user interface and experience that allowed guests and staff to create fun animated videos to share on their social media.

2019 – CBS Star Trek: Comic-Con San Diego & New York City
An immersive experience that allowed guests to travel across the StarTrek galaxy. I created interactive video content that contributed to the illusion of being transported from different planets within the StarTrek universe.

2018 – Samsung Design Kiosk
A kiosk that allowed guests to customize cases for their Samsung devices. I created the user flow and graphic assets for the user interface that provided an experience users were able to leave with.

SKILLS
- Mixed Methods Research
- Planning & Interviewing
- Experience Design
- Sketching
- Wireframing
- Rapid Prototyping

TOOLS & PROFICIENCY
- SurveyMonkey, Qualtrics, Dovetail, Maze, Optimal Workshop
- Microsoft PowerPoint, Teams, Copilot
- Google Forms, Docs, Sheets
- Asana, Trello, Jira
- Slack, Notion, Zoom
- Figma, Adobe CC, Sketch