Byron Pang

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Heap Analytics

Arduino

EXPERIENCE	SKILLS
Newsela, New York City — Product Designer	User Research
MAY 2019 - PRESENT	Wireframing for Web &
Delivering solutions that take into account the holistic experience, including	Mobile
information architecture, assignments, and internal content tools.	Low/High Fidelity Prototyping
Collaborating with a multidisciplinary team to consider user insights, business needs, and feasibility when prioritizing and refining designs.	Usability & Concept
	Testing
Explored, defined, & validated a product vision through cross-functional team workshops, aspirational mockups, and concept testing with teachers & students.	Interaction Design
	HTML/CSS
Aevium, New York City — Product Designer, Contract	3D Modeling & Fabrication
Jun 2021 - PRESENT	
Set up a design system and generated user flows, wireframes, and mockups.	TOOLS
Feeding America, Chicago — Product Designer, Contract	Figma
FEB 2019 - MAY 2019	Sketch
Designed and conducted an experimental food pickup service which users interacted with web, text message, and physical touch points.	Invision
	Principle
Genospace, Boston — Product Designer, Intern	Photoshop
JUN 2018 - SEP 2018	Illustrator
Conducted research and partnered with developers to guide design concepts.	

EDUCATION

Northwestern — Design Innovation, MS

Sep 2018 - Dec 2019 Applied design principles & processes through digital, physical, and service projects with partners such as P&G, Uber Freight, & iRobot.

UCLA — Mechanical Engineering, BS

Sep 2011 - Jun 2015 Learned how to analyze and solve multi-faceted, technical problems.