



EUGENE TSENG

UX DESIGNER / CREATIVE THINKER

ABOUT ME

I am a UX Designer who loves to question, dream, and create! I have experience with and obsess over solving complex problems; I was previously an Industrial Designer and have personally launched numerous products from napkin sketches to production.

Every day is viewed as a glass half full! My motto is "no bad days" and I embrace every day with a positive outlook and as a new learning opportunity.

HIT ME UP!

✉ eugenerichardseng@gmail.com

☎ 408.781.6967

🌐 www.eugenerichardseng.com

SKILLS

- Figma
- User research
- Illustrator
- Wireframing
- Photoshop
- Prototyping
- InDesign
- Usability testing
- Solidworks

INTERESTS



Traveling



Working out



Binging Netflix



Hiking



Happy hour



Any food with chicken in it!

EXPERIENCE

Eugene Tseng Design

June 2021 - Present

Freelance UX Designer

- Betchya - Creating a fully functioning sports betting application for the client to show to potential investors.
- UPSKLS - Conducted analyzed research to help UPSKLS grow their user base through student referrals.

MTM Watch

Apr 2019 - Apr 2021

Lead Industrial Designer

- Redesigned existing MTM watches with improved quality and created new watches/ accessories currently on the market or for future release.
- Overlooked prototyping utilizing SLA and FDM 3D printers.
- Communicated with vendors to improve efficiency of production. Utilized technical drawings and 3D files in communication.
- Listened to and worked with clients to bring their own designs to life. Revenue per client: \$20,000 - \$150,000. Retained 80% of clients for reorders in 2020.

FUSE ID

Sep 2017 - Apr 2019

Industrial Designer

- Built relationships and worked with 5 clients throughout the entire design process.
- Solved usability issues within 3-4 weeks for a conceptual office chair; presented findings to a multi-billion dollar furniture company.
- Conducted competitive analysis on a multi-functional mobility tool, guiding the final design shown to 6 separate focus groups.

Gameday Media

May 2016 - Sep 2017

Graphic Designer

- Worked with 40-50 businesses every 3 months to create advertisements.
- Designed the cover and layout of 35 different sports media guides every 3 months.
- Awarded "Rookie of the Year" for 2016/17.
- Achieved a 96% approval rate for Q4 2016 - highest in company history.

EDUCATION

General Assembly

2021

User Experience Design Immersive

Full time program designed to prepare students with projects centered around user research, wireframing, and prototyping to solve real world problems with clients.

University of Oregon

Class of 2015

BFA Product Design

Coursework included problem solving for users, design history, sketching and design drawing, color theory and application, advanced design tools, and design internships