

D. LULU TANG

PRODUCT DESIGNER | SOFTWARE ENGINEER
ILLUSTRATOR | GRAPHIC DESIGNER

1246 Treat Ave.
San Francisco, CA 94110

(734) 395-4716
lulu@luluspice.com | www.luluspice.com

EDUCATION

University of Michigan
Ann Arbor, MI
Graduated May 2015

Major in Computer Science and Engineering
Minor in Art & Design

CORE SKILLS

Languages: C++, C, HTML5, CSS, C#, JQuery, JavaScript, SQL
Media: Adobe Photoshop, Adobe Illustrator, Adobe InDesign

EXPERIENCE

Duo Security: Two-Factor Authentication Service and Platform
Product Designer (June 2015 - Current)

I am building Duo Security's Product Design team and helping the company create a better user experience as well as a more beautiful product. My responsibilities include user research, iterating on app designs, mapping out user workflows, mocking up and prototyping solutions, and communicating with the Engineering team to make the product a success.

Epic Systems: Healthcare Software
Software Developer Intern (May - August 2014)

I worked in a small sub-team of the ICU team at Epic developing a new activity in their software, Hyperspace, to visualize bilirubin levels in infants and help clinicians make decisions based on their lab results. I created the activity from scratch to work in addition to their existing code base using C#, JavaScript, and ASP.Net. I also led project management, created design documents and mockups, and conducted presentations to report the information to my colleagues and mentors.

Fetchnotes: Startup Note Management App
Graphic Designer and Community Manager (2012 - 2015)

I worked as Fetchnotes' Graphic Designer where I developed and created logos, mascots, branding, merchandise, stickers, promotional graphics, and webcomics. My other responsibilities included designing layouts for the Fetchnotes mobile apps, web app, and desktop app as well as marketing through our blog, Facebook group, and Twitter.

Freelance Work

I do many paid side projects consisting of, but not limited to, logo design, illustration, branding, color theory, animation, and information visualization such as webcomics and infographics. Examples of my work can be found on my website listed at the top of this resume.

PROJECTS

Plum Magazine (*January 2014 - Present*)

I created Plum Magazine, a magazine in the form of an iOS app focused on content creation and distribution. All content is created by me and a small team and then distributed in 24-hour expiring bursts that can be collected by readers to save for later. Built with Objective-C.

OTHER SKILLS

Programming & Media: Objective-C, Python, Verilog HDL, Visual Basic, MATLAB, Maple, Ableton Live
Operating Systems: Mac, Windows, Linux