



Norris Hung

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Revised 02/2019

WORK

Code for America

San Francisco, CA

Senior Product Designer
2018–Present

Product Designer
2015–2017

I lead design for GetCalFresh.org, California's official digital service for accessing food stamps. My role includes design strategy, user research, product design, experiment design, branding, and workshop facilitation. During my time, the service has grown from 50 to 10,000 weekly users. We help people to apply and renew online, digitally send documents to their county, and provide key reminders and chat support. Our small team has become an important voice in the California food advocacy coalition of government and community partners. I also maintain Code for America's styleguide and spearhead R&D projects.

Inkling

San Francisco, CA

Manager, Content Platform
2013–2014

Designer/Developer
2011–2013

I managed a team that worked with publishers such as Elsevier, Kaplan, and O'Reilly Media to bring their books to the Inkling platform. Our team of designers and developers created design systems, interactive elements, and automated publishing tools. Our work helped scale content production times by 100x. Previously, I led design and development on hallmark Inkling titles such as Frommer's Day by Day, Modernist Cuisine, and Campbell's Biology.

Seedling Projects

San Francisco, CA

Design Coordinator
2010–2011

I helped launch the first year of the Good Food Awards, the prominent voice in recognizing sustainable food producers in the U.S. My role included web/print design, community organizing, and event planning.

Dual Aesthetic

San Francisco, CA

Self-employed
2010–Present

Under the name Dual Aesthetic, I have helped various organizations with branding, UX design, graphic design, and web design. Notable clients include Rip Van Wafel, Propel Inc, Beanstock, and Last.fm.

SCHOOL

Brown University

Providence, RI

Sc.B, Biology
2005–2009

Notable courses: Object-Oriented Programming, Data Structures and Algorithms, Introduction to Statistics.

RISD

Providence, RI

2008–2009

Notable courses: Information Design, Typography 1.

SKILLS

Design strategy, user research/testing, rapid prototyping, interaction design, front-end development, agile workflow, systems design, service design, graphic design, workshop facilitation.

Technical: Sketch, Invision, Illustrator, Photoshop, UserTesting.com, Trello, HTML, CSS, Sass, JavaScript, git.

HOBBIES

I enjoy backpacking and climbing. I am grateful to have had the chance to thru-hike the Pacific Crest Trail, traverse the Sierra High Route, summit Mount Shasta, and work on a few farms in Patagonia. I am also known to take on food projects from time to time including brewing beer, baking bread, and fermenting kimchi.