

Wang Yue

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clorisyue.github.io

UX SKILLS

- Paper Sketch
- Storyboard
- Prototyping
- Information Architecture
- Affinity Diagram
- Usability Testing

PROGRAMMING SKILLS

- C++
- HTML5
- CSS3
- JavaScript
- MySQL

Tools

- Photoshop
- Adobe Illustrator
- Sketch

Yue enjoys creating [thoughtful, helpful, and pleasing](#) user interface and experience, combining her [passion for design and background of software engineering](#).

EDUCATION

School of Information
University of Michigan,
Ann Arbor, MI
Aug. 2017 – July 2019

[Master of Information Science](#)
UX & HCI

School of Data and
Computer Science
Sun Yat-Sen University,
Guangzhou, China
Aug. 2013 – July 2017

[Bachelor of Engineering](#)
Software Engineering
GPA: 3.9/4.0 (2/434)
Scholarship:
2013-2014 & 2014-2015 National Scholarship (top10)
2013-2014 & 2014-2015 SYSU First-class Scholarship

PROJECTS

[UX & UI Designer](#)
[Front-end Developer](#)
Midea Group & Sun Yat-Sen
University
Oct. 2016 – June 2017

- Designed [Electronic Control Cloud Auto Test System](#) for testers in Midea Group, Shunde, China. Testers can test electronic control boards of electrical appliances automatically by connecting a board with a tester and analyze results which are transmitted to and visualized on the web.
- Did user research and designed architecture, UI, data visualization method of the website. And coded part of the website (the early version).

[UX & Visual Designer](#)
[Technical Support](#)
Sun Yat-Sen University
Sep. 2016 – June 2017

- Practiced UX skills by working with graduate students major in interaction design in the [幻记 SlideNote project](#).
- Won [the first place](#) of 2016 China Mobile Application Innovation Tournament after three rounds out of [more than 200 teams](#) all over China.
- Did user interview, visual design, interaction flow evaluation, technical feasibility analysis.
- Recruited four engineering students for the APP demo and managed the development team.

[UX Designer & Researcher](#)
[Team Leader](#)
Sun Yat-Sen University
Mar. 2016 – June 2016

- Went through the whole research and design process on the *Mobile Interaction Design* course and created [跑图 PaoTu](#) – a creative running route customization [APP prototype](#).
- Drew storyboards and sketched interfaces. Made information architecture, low-fidelity prototype, mental model diagram and so on. Evaluated and iterated prototype.

Experience

[Teacher Assistant](#)
Sun Yat-Sen University
Sept. 2014 – July 2015
Feb. 2016 – July 2016

- Be teacher assistant of course [Software Design, Data Structure, Algorithm Design](#) for three semesters.
- Solved students' problems at lab courses and checked their homework and reports.