

Ethan Wang

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EDUCATION

UNIVERSITY OF WASHINGTON

Bachelor's, Informatics

September 2021 - August 2024

GPA 3.7

PROFESSIONAL EXPERIENCE

SELF EMPLOYED

Online Retail Merchant

Remote

January 2020 - Present

- Successfully started an e-commerce business, driving profits to over \$100,000 by implementing strategic business decisions, including company negotiations, and demonstrating entrepreneurial skills through identifying market trends.
- Managed all aspects of the reselling business, including sourcing, listing, shipping, and customer service, showcasing a comprehensive understanding of business operations and customer relations.
- Marketed and promoted items online to drive sales and increase brand visibility, utilizing digital marketing strategies and platforms to reach target audiences effectively.

SPARK

UI/UX Intern

Seattle, WA

June 2023 - August 2023

- Prototyped a user-friendly website within a tight deadline using Figma, ensuring a seamless user experience for job applicants to apply for positions easily.
- Collaborated with Software Engineers and Project Managers to define project scope through recurring meetings, address issues through triaging, and deliver a fully functional product.
- Conducted strategic user research, including user interviews and testing, to inform a user-focused design approach.

RICHLAND SCHOOL DISTRICT

IT Intern

Richland, WA

April 2021 - June 2021

- Completed a comprehensive IT internship program with hands-on experience in troubleshooting hardware and software issues and maintaining and upgrading computer systems and servers.
- Assisted with technical support for faculty and staff, ensuring seamless operations and resolving issues efficiently.
- Implemented end-to-end solutions for technical support, focusing on user scenarios and ensuring smooth functionality for all students and staff in the Richland School District.

PROJECTS

X-SCAPE

UI/UX | Front End

Seattle, WA

September 2023 - December 2023

- Led the end-to-end design and development of X-Scape, focusing on front-end work and user-centric design principles to create a website that promotes environmentally friendly transportation options for new college graduates.
- Executed strategic design decisions, such as simplifying question-wording, adding interactive elements, and optimizing the progress bar, which increased user engagement on X-Scape by 30%.
- Utilized HTML, CSS, and JavaScript to create a fully functional website, translating Figma prototypes into interactive elements.
- [Link to project](#)

MINDSCAPE

UI/UX | Front End

Seattle, WA

January 2024 - June 2024

- Directed the design and development of Mindscape, an iOS health app built with React Native, which harnesses AI and machine learning to analyze health metrics to provide a simple view and understanding of their personal health.
- Leveraged Figma to design user-centric high-fidelity prototypes, enhancing collaboration with design teams and stakeholders, and ensuring consistent user experiences across various iOS device sizes.
- Implemented the HealthKit API to efficiently pull data from iOS devices, ensuring accurate and secure data transmission to Splunk using collectors and authorizations for comprehensive analysis and insights.

CLASSES

Design Methods, Analysis & Design,
Co-Op Software Dev, Client-Side Development,
IOS Mobile Development, Data Science Methods,
Database & Data Modeling

SKILLS

Figma, Adobe Illustrator, XD, Photoshop, Git,
HTML, CSS, JavaScript, React.js, React Native, React,
R, Python, SQL, Java, Microsoft Azure, Jira, Swift,
Xcode, Excel/Numbers/Sheets