

Hannah (Wendan) Wu

(206)-291-2675 | wuwendan@uw.edu | [Website](#) | [GitHub](#) | [LinkedIn](#) | Seattle, WA

Education

University of Washington	Seattle, WA
Master of Science in Human Centered Design and Engineering	2019 - 2021
Udacity	Online
Front End Web Developer Nanodegree Program	2020
University of Washington	Seattle, WA
Master of Architecture	2016 - 2018

Related Courses: Programming concepts in HCDE (Javascript), Web Design Basics(HTML/CSS/Javascript), Intro to Data Science (Python, Data Analysis, Machine Learning), User Centered Design, Usability Test, Intro to R, Algorithmic Design

Projects

InterArt (React, Sass, Node, Express, Bootstrap, Github, Figma) - [Project Link](#) Sep 2020 - Oct 2020

- Prototyped a responsive, cross-browser website for interactive art project sharing & searching using functional React, React Router, Node and Express
- Implemented frontend animations and an infinite scrolling feature with React Hooks
- Conducted user interviews, usability tests, and created wireframes, mockup in Figma

Trip Snippet (Javascript, Sass, Node, Express, Webpack, Jest, Github, Figma) - [Project Link](#) Aug 2020 - Sep 2020

- Developed an asynchronous web application with multiple REST APIs and the Express server to fetch necessary data for users' future trips
- Tested and debugged the code with Jest and optimized performance using Webpack
- Designed the application's UI in Figma and Adobe Illustrator

The Wizard's House (Javascript, P5.js) - [Project Link](#) Sep 2019 - Dec 2019

- Implemented complex animations for a treasure hunting game using the P5.js library

Skills

Programming Languages: Javascript, HTML5, CSS3, Sass, Python, R

Framework & Libraries: React, Material UI, Bootstrap, Node.js, Express

Design: Figma, Adobe Creative Suite, Rhino

Database(novice understanding): MySQL, MongoDB

Work Experience

SeeekLab Technology, China - UX Design Intern Apr 2019 - Jul 2019

- Designed and developed high fidelity prototypes for 10+ proof-of-concept projects
- Collaborated closely with software and hardware engineers to solve design challenges and develop design solutions
- Shipped 2 commercial projects successfully in a fast-paced timeframe

Ikuku, China - Research and Graphic Design Intern Jun 2018 - Sep 2018

- Conducted semi-structured user interviews to collect insights for designated computational design topics
- Analyzed data and contributed to 6 articles related to computational design and algorithm
- Created graphical posters and banners to recruit interview participants