

# Javan Wang

Product & UX Designer

## CONTACT

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Toronto, ON

## PROJECT EXPERIENCE

### Graduate UX Designer | Intel + University of Washington

Seattle, WA | May 2019 - Aug 2019

- Created Figma and Principle prototypes to validate and prioritize feature implementation for the design of a Windows desktop application
- Defined product strategy, user stories, and system architecture for the project
- Conducted user interviews & usability studies to guide product development

### Graduate UX Researcher | Microsoft HoloLens + University of Washington

Seattle, WA | Feb 2019 - May 2019

- Conducted ethnographic interviews with 20 filmmakers and film experts to unearth opportunities for designing HoloLens applications in filmmaking
- Presented research findings and design opportunities to Microsoft MRW

## WORK EXPERIENCE

### Product Design Intern | INTERSECT

Toronto, ON | May 2017 - Aug 2017

- Redesigned UI and UX flow of 'Photos & Docs' and 'Report Builder' from ideation to launch for an insurance web application, *Claims Connect*, using Sketch
- Crafted and tested UX flows using Invision, expanded design systems using Sketch
- Collaborated with designers, PMs and clients to deliver features under a tight timeline

### Product Design Intern | Noom Inc.

New York City, NY | Sep 2016 - Dec 2016

- Designed UX flow and Marvel prototypes for Noom Coach on iOS and Android
- Led initiative for creating a design system for optimizing design and development
- Worked closely with PMs, engineers, and other designers to iterate on new features

### UX Design Intern | Uken Games

Toronto, ON | Jan 2016 - Apr 2016

- Created interactive mid and high fidelity prototypes for in-game systems of multiplayer mobile game, *CloudBreakers*, using Sketch and Photoshop
- Co-facilitated usability testing consisting of over 40 playtesters for synthesizing both qualitative and quantitative playtest insights to inform product changes

## EDUCATION

### Master of Human-Computer Interaction and Design

Seattle, WA | Sep 2018 - Aug 2019

University of Washington

### Bachelor of Applied Sciences, Chemical Engineering Co-op

Waterloo, ON | Sep 2013 - Apr 2018

University of Waterloo

## SKILLS

User experience design  
Usability testing  
Project management  
Rapid prototyping  
Ethnographic design research  
Agile/Scrum methodologies  
Information architecture  
Video production

## TOOLS

Sketch  
InVision  
HTML/CSS/JS  
Adobe Photoshop  
Adobe Illustrator  
Figma  
Flinto  
Marvel  
Adobe AfterEffects  
Adobe Premiere