

# Javan Wang

Product Designer | Toronto, ON | javanwang.com | javan.z.wang@gmail.com | 647-765-7771

## Project Experience

### Product Designer | Graduate Capstone Project, advised by Intel

Seattle, WA | May 2019 - Aug 2019

- Created and facilitated concept validation prototypes and usability testing sessions for prioritizing features for an AI-driven desktop virtual workspace
- Led project management, product review, and sprint planning meetings on a team of 4 graduate students

### Graduate Design Researcher | Microsoft HoloLens

Seattle, WA | Feb 2019 - May 2019

- Conducted literature review, competitive analysis, and ethnographic interviews with 20 filmmakers and film experts to explore problems in film-making that could leverage HoloLens as a design intervention
- Presented research findings and design opportunities to Microsoft MRW

### Product Designer | Hacking STEM, Microsoft Education

Seattle, WA | Jan 2019 - Mar 2019

- Designed kit for 3-5th grade classrooms that records and visualizes kinetic and potential energy of projectiles using ARDUINO and P5.JS
- Created functional prototype using Figma, and tested with 35 participants
- Received Best Technical Implementation award for the design proposal

## Work Experience

### Product Design Intern | INTERSECT

Toronto, ON | May 2017 - Aug 2017

- Took ownership over the UX flow of 'photos & docs' for the Claims Connect redesign, responsible from ideation until feature finalization (insurance platform)
- Created interactive prototypes using InVision to validate decisions
- Created user flow and mid fidelity prototypes to test the user experience and animation design for a mobile app for Lindt Chocolatier

### UX Design Intern | Uken Games

Toronto, ON | Jan 2016 - Apr 2016

- Created interactive mid and high fidelity prototypes for in-game systems of a multiplayer mobile game using Sketch and Photoshop
- Co-facilitated usability testing consisting of 50 playtesters
- Synthesized playtest data and presented 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

## Awards

### Best Technical Implementation

Seattle, WA | Jan 2019 - Mar 2019

Awarded at the Microsoft Education Hacking STEM showcase

## Skills

User experience design

Usability testing

Project management

Rapid prototyping

Ethnographic design research

Agile/Scrum methodologies

Information architecture

Video production

## Tools

Figma

Sketch

Adobe Photoshop

Adobe Illustrator

Adobe AfterEffects

Adobe Premiere

InVision

HTML/CSS/JS