

# Javan Wang

Product Designer | Student Engineer

✉ javan.z.wang@gmail.com

🌐 <http://javanwang.com/>

📞 (647) 772-5179

## > SUMMARY

- Extensive experience with all steps of the product design process for both mobile and web developments.
- 3 years of cumulative working experience. Took ownership over numerous B2C and B2B projects and features through their entire design lifecycle from ideation, mockups, prototyping, user testing, to production.
- Knowledge of user testing and UX methods and best practices through mentorships and rigorous readings.
- Strong emphasis on product usability, meticulous attention to detail and visual coherence.

## > WORK EXPERIENCE

**Product Designer** | Noom Inc New York | Aug - Dec 2016

- Lead the initiative for the creation of an UI library for B2B web-based deployments. Saving on average **18 man-hours per client deployment**.
- Established design guidelines for both web and mobile B2C development.
- Worked closely with PMs to implement, prototype, and user test new features.

**Game UX Designer** | Uken Games Toronto | Jan - Apr 2016

- Created and prototyped the experience, interface, interactions, and animations for multiple major in-game systems and workflows.
- Led the design and analysis of the Q1 user playtest; collaborated with UX team to dissect user behaviour following over **50 users** across a 7-day study.
- Improved enjoyability and usability of the core PvE experience through prototyping and extensive A/B testing.

**UI/UX Designer** | Roadmunk Toronto | Apr - Aug 2015

- Responsible for major product design decisions, designed major product features including Weekly Planning, Reviewer Mode, and Archiving. Created working prototypes to showcase behaviour. Increased paid user conversion.
- Developed branding guidelines for web and print for B2B sales and marketing.
- Overhaul of company landing page to improve SEO and reduce bounce rate.

## > RELEVANT PROJECTS

**Leggo Event Mobile** | Passion project Sep 2015 - Ongoing

- Lead designer of Leggo Event, redesigned and launched V2 in July 2016.
- Developed brand identity and design guidelines for the web, app, and print.
- Over 3000 downloads combined on App Store and Google Play, 4.7/5 rating.

**Coach Dashboard** | Noom Hackathon New York | Nov 2016

- Redesigned and prototyped a new internal dashboard inspired by Slack.
- Won the **JFK award** for best quality of life improvement for coaches.

## > TECHNICAL SKILLS

### Skills

Interface & experience design  
User testing & research  
Frontend development  
Branding strategy  
Interaction design  
Digital prototyping  
Technical writing  
Animation  
Vector illustration

### Tools

Sketch, Photoshop, Illustrator  
InVision/Marvel/Flinto  
UXPin, Figma  
HTML, SASS/LESS  
jQuery

## > EDUCATION

**University of Waterloo**  
B.ASc Candidate, grad 2018  
Engineering, Honours Co-op  
September 2013 - April 2018

## > INTERESTS

Board games  
Video games  
Cooking  
Photography  
Indie game development