Javan Wang

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

Graduate Project

Product Designer | Graduate Capstone Project, advised by Intel

Seattle, WA | May 2019 - Aug 2019

- Designed concept validation prototypes and tested with 6 participants
- Designed and facilitated usability testing sessions for prioritizing features
- Served as the project manager on a team of 4 graduate students
- Led product review and sprint planning meetings
- Held primary ownership over content, storytelling, and product strategy

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
- Created functional prototype using Figma, and tested prototype with 35 total participants (students, teachers, parents, Microsoft stakeholders)
- Received *Best Technical Implementation* award for the design proposal

Work Experience

Product Design Intern | INTERSECT

Toronto, ON | May 2017 - Aug 2017

- Created user flow and mid fidelity prototypes to test the user experience and animation design for a mobile app for Lindt Chocolatier
- Worked closely with VP of Product, clients, and visual designer to create the mobile experience design
- Designed Tasks and Overview for Claims Connect (insurance platform)
- Created interactive prototypes using InVision to validate decisions

Product Design Intern | Noom Inc.

New York City, NY | Sep 2016 - Dec 2016

- Created a design system to help organize and document UX interaction patterns and UI elements across multiple development platforms
- Created a library containing UI elements and patterns for the B2B portal
- Worked closely with engineers and PMs to ship new features

UX Design Intern | Uken Games

Toronto, ON | Jan 2016 - Apr 2016

- Created interactive mid and high fidelity prototypes for *Crafting*, *Dossier*, *Social*, and *Mission Briefing* using Sketch and Photoshop
- Facilitated usability testing consisting of 50 playtesters, synthesized the data and presented our insights in front of the product team
- Collaborated closely with engineers and PMs to launch and polish features

Education

University of Washington

Seattle, WA | Sep 2018 - Aug 2019

Master of Human-Computer Interaction and Design

University of Waterloo

Waterloo, ON | Sep 2013 - Apr 2018

Bachelor of Applied Sciences in Chemical Engineering

Awards

Best Technical Implementation

Waterloo, ON | Jan 2019 - Mar 2019

Awarded at the Microsoft Education Hacking STEM showcase

2nd Place, Hydrogen Student Design Contest

Waterloo, ON | Sep 2017 - Mar 2018

Awarded for the design of a Power-to-Gas Energy Hub for Toyota Motor Manufacturing

Skills

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

Tools

Figma	Photoshop
Sketch	Illustrator
InVision	AfterEffects
HTML/CSS/JS	Premiere