

Javan Wang

Product & UX Designer

CONTACT

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PROJECT EXPERIENCE

Graduate UX Designer | Intel + University of Washington

Seattle, WA | May 2019 - Aug 2019

- Prioritized feature implementation of a personal productivity desktop application using Figma and Principle prototypes
- Defined product strategy, user stories, and system architecture for the project
- Drew insights from usability studies to guide product feature implementation

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 until shipment 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
- Created the design system to help organize and document UX interaction patterns and UI elements across multiple development platforms

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 playtest insights. Insights suggested the project would not meet KPIs, and should be cancelled to save development costs

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