

Jade Wang

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(412)-933-9959

EDUCATION

Carnegie Mellon University | May 2024

GPA 4.0/4.0; Dean's List 2020 – 2022

B.S. in Decision Science

Minor in Human-Computer Interaction,
Animation & Special Effects

Courses (Fall 2022*): Designing Human-
Centered Software*, Interaction Design
Overview*, Mobile Web Design &
Development*

SKILLS

Tools

Figma, Maya, ZBrush, Spline, Procreate,
Aseprite, Balsamiq Wireframes, Adobe
Photoshop, Adobe Premiere Pro, Maze,
Qualtrics, Microsoft Office, Slack

Design

User Research, Wireframing, Prototyping,
Usability Testing, Personas, Affinity
Diagrams, Visual Design, Illustration, 2D
& 3D Animation

Languages

HTML, CSS, Python, R-studio, English,
Chinese

WORK EXPERIENCE

Naima Health | UX Designer Intern

May 2022 – July 2022

- Conducted user interviews and survey research on over 150 users
- Redesigned MyHealthyPregnancy app based on user research feedback
- Conducted unmoderated usability testing to inform design decisions
- Supported the process of app improvement and debugging

LEADERSHIP/INVOLVEMENT

HOX Business Fraternity | Founder & Marketing Director

Sept 2021 – Current

- In charge of publicity of online and in-person activities, such as creating social media posts and poster design
- Collaborate with Executive Board members to come up with social and professional events

The Tartan | Junior Artist

Sept 2021 – Current

- Illustrate every week's student-run newspaper based on different topics, which serves the campus community of 9,500 students as well as faculty, staff and administration.

Game Creation Society | Artist

Jan. 2022 – Current

- Develop a story-driven, indie horror narrative puzzle game with a team of eight, which received the Best Art Awards in Game Creation Society.
- In charge of character design and props design using hand-drawn 2D art style and 2D animation.