



RY I FNA WANG

Someone who is responsible for the user experience of a product in terms of functionality, practicality, and appearance



5

SALARY

- \$52-100K
- AVG: 74K



EDUCATION

- BACHELORS DEGREE
 - INDUSTRIAL DESIGN, ARCHITECTURE, ENGINEERING
- ONE YEAR OF ART COURSES
 - DURING FRESHMAN YEAR IN POST SECONDARY
- CAD EXPERIENCE PREFERRED

POSSIBLE JOB PATHS

CUSTOMER EXPERIENCE

USER EXPERIENCE DESIGNER

USER INTERFACE

INTERACTION

INFORMATION ARCHITECT

WHAT THEY DO

1. EPMATHIZE: Develop a deeper understanding

of your users by conducting research

2. DEFINE: Create a point of view of your users' needs

3. IDEATE: Brainstore to create the best solution

4. PROTOTYPE: Create a prototype to test out your

ideas to see if they work

5. TEST: Ask users for feedback



SKILLS

- Creativity
- Fluent in design programs
 - Photoshop
 - Illustrator
 - Various CAD softwares
- Effective communication
- Understanding of coloutypography and layouts

DELIVERABLES

- Prototype
- Wireframe:
- Москорз
- -
- User Journey Maps
- Final Products

WHAT THEY DO

- Can work on both digital products such as websites of physical products such as a pair of headphones
- Play a particularly important role during key stages of the
- As a product grows and adds more features and functionality, they can ensure the user experience is intuitive and reduce points of friction
- User experience is front-and-center for their work
- In charge of prototyping and user testing