


LIXIN WANG

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OBJECTIVE

Seeking a full-time position in UI/UX product design or software development.

RELEVANT COURSEWORK

- Mobile & Ubiquitous Computing
 - Interactive Products
 - Human Factors in Design
 - Computer Graphics
 - Computational Photography
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SKILLS

- **Programming Languages:** Python, JavaScript, CSS/HTML, Java
 - **Design Tools:** Sketch, InVision, Figma, Adobe suite
 - **Development Tools:** Agile Scrum, Git, React.js, Node.js
 - **Applications:** Processing, Unity
 - **Foreign Languages:** Mandarin (native), Cantonese (native), German (conversational)
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LEADERSHIP & INVOLVEMENT

- Alpha Xi Delta: Sister & Mentor
 - Autism Speaks: Volunteer
 - Freshman Activities Board at the College of Computing: 2016 President
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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY | Atlanta, GA

BS in Computer Science | Minor in Industrial Design

- Expected Graduation Date: December 2018
 - Recipient of Hope, Zell Miller, and Tech Promise scholarships
 - GPA: 3.49
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EXPERIENCE

BIG NERD RANCH | Atlanta, GA

May 2018 – Present

Product (UI/UX) Design Intern

- Served as design lead to create new features for a mobile application with over 100k active users
- Created high and low fidelity wireframes, user flows, and style guides for both native iOS and Android
- Won 2nd place overall in company hackathon for helping design a receipt scanner app that utilized Google's ML kit

GODADDY | Sunnyvale, CA

May – August 2016 | May – August 2017

Front-End Software Development Engineer Intern

- Collaborated with an Agile Scrum team on GoCentral, Godaddy's website builder product
- Deployed essential widget features to the latest version of GoCentral, affecting over 1 million users worldwide
- Served as a front-end developer at GoDaddy's annual hackathon and used React and Node.js to create an interactive data visualization site for international revenue data points and outliers

GEORGIA TECH | Atlanta, GA

August 2015 – Present

Student Assistant

- Worked as the front desk receptionist at Georgia Tech's Computational Science and Engineering (CSE) department
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PROJECTS

TENNIS CHAMPS

August 2017 – May 2018

- Built a cross-platform mobile app game for tennis players to improve their skills while off the court
- Prototyped with Figma, developed with React Native and Node.js, and backed by Firebase

SMART SHIELD

August – December 2016

- Prototyped a heads-up display for car windshields that improves visibility, safety, and communication between drivers and pedestrians
- Conducted user research and interviewed 40 stakeholders
- Created a model using foam core, laser-cut stencils, and an Arduino board

ROTTEN TECHMATOES

January – May 2016

- Developed an Android app for Georgia Tech students to rate and review movies
 - Created a use case diagram, a UML domain model, robustness diagrams, and user flow diagrams
 - Designed and implemented the UI in XML, developed backend with Java
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