# 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

## 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)

## LEADERSHIP & INVOLVEMENT

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

## 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

## 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
- Conducted user research and 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

**GEORGIA TECH** | Atlanta, GA                                      August 2015 – May 2018

Student Assistant

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

**GODADDY** | Sunnyvale, CA                      May – August 2016 | May – August 2017

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, Node, and D3.js to create an interactive data visualization site for international revenue data points and outliers

## 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
- Conducted user research, worked face-to-face with a client, and crafted user flow and application architecture diagrams
- Prototyped with Figma, developed with React Native and Node.js, and backed by Firebase

**GEORGIA TECH AWARE HOME**                                      August – December 2017

- Prototyped and installed a smart mirror for elderly and disabled adults with medication reminders and scheduling features
- Built using an open-sourced Raspberry Pi library, a monitor, and a two-way mirror

**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 with XML, developed backend with Java