






Jesse Wu

UI / UX Designer

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UX

Skills

Usability Testing
User Interface Design
User Research
Contextual Inquiry
Rapid Prototyping
Wireframing
Data Visualization
Heuristic Analysis

Tools

Sketch
Axure
Illustrator
Balsamiq
InVision

Technical

Skills

Web Development
Data Structures
Algorithms
OOP

Languages

HTML, CSS
Javascript
Python
Java
C/C++

Education

Cornell University

Ithaca NY | August 2017 – Expected December 2018
M.P.S. in Information Science | GPA: 3.74

University of Illinois at Urbana-Champaign

Champaign IL | August 2013 – December 2016
B.S. in Computer Engineering | GPA: 3.51

Experience

Assurant — UX Design Intern

Atlanta GA | June 2018 – August 2018

Independently prototyped a resource center for MyWiT, an ecommerce site that sells used phones. Created wireframes for existing and new pages, reworked the information architecture of the site, and reimaged its visual design. Built the high-fidelity prototype through an iterative process of gathering stakeholder requirements and collecting user feedback.

Microsoft Research — Student UX Designer

Cornell University, Ithaca NY | January 2018 – May 2018

Designed and implemented an educational coding game on Microsoft's MakeCode platform for Microsoft Research. Conducted user testing to ensure that gameplay feels fluid and fun. Created graphical assets and designed puzzles for the game.

Vogomo — UX Designer

Singapore | April – July 2017

Led all user interface and workflow design decisions in a 10+ member team for a large-scale web application. Revamped the application's design by iteratively crafting over 50 pages of high-fidelity prototypes and conducting user testing, significantly increasing our client's satisfaction with the application.

Halliburton — Software Engineering Intern

Houston TX | June – August 2016

Redesigned the graphical user interface of an oilfield data calibration software suite by collecting requirements from end-users and using UX design heuristics. Extended the functionality of an operation planning tool's GUI using OOP.