



WENDI DING

wendelena.github.io/wendi

wending@umich.edu

734-239-3150

WHAT I AM BEST AT

I LEARN FAST

I can quickly learn how to develop findings from the data and most importantly, how to derive insights that drive the business and lead to actionable design recommendations.

I PLAY VIOLIN

I have played the violin for over 15 years, certified as A1 level by National arts organization. I play quartets, solo in concerts, music is part of myself.

WORK EXPERIENCE

PRESENT FEB 2018	UNIVERSITY OF MICHIGAN Ann Arbor, MI Design Research Manager Assistant @ Office of Academic Innovation <ul style="list-style-type: none">Performed Heuristics evaluation and 6 remote interviews to evaluated learners' experiences of the Edx <i>Umich Micro Master Program: User Experience (UX) Research and Design</i>Redesigned the peer review mechanism for Edx learners, resulting in a 27% increase on learners' completion rate, 31% increase on learners' active degree
AUG. 2018 JUN. 2018	WBUR, Boston's NPR News Station Boston, MA UX Research Intern @ Bizlab <ul style="list-style-type: none">Synthesized data from 3,000 surveys, 6-month wbur.org's web traffic, and a focus group event, delivered the WBUR audience profileDesigned an experimental model for public radio fund-raising according to the WBUR audience profile, verified the model by launching the experiment as ads on Facebook, wbur.org, and AlexaThe model resulted in a 9% improvement in donations during the experimental periodGave a 45-minute speech to all stakeholders and the whole news station on the topic of <i>What do we know from the persona experiment?</i>Published a series of blogs expressing the importance of user profiles and practical suggestions on the fund-raising strategy to national public radio stations
MAR. 2017 NOV. 2016	MICROSOFT RESEARCH ASIA Beijing, CHINA Assistant Program Manager <ul style="list-style-type: none">Coordinated development team and design team, assisted in product content strategy and managing product development time-lineFacilitated the decision of building a new online system to be made through usability test, on-site interviews with 15 different stakeholders and comparative analysisPresented research findings and persuaded the stakeholders and product development team to accept, resulted in a new online intern recruiting system which accelerates the whole hiring process 92.4%
DEC. 2018 JAN. 2018	UNIVERSITY OF MICHIGAN Ann Arbor, MI UX Research Lead @ Maestro - Multidisciplinary Design Program <ul style="list-style-type: none">Spearheaded user research to inform the redesign of MaestroFacilitated 6 on-site interviews and 12 usability tests to uncover insights that centered our designs on the students' needs and goalsDesigned low- and mid-fidelity prototypes in Sketch and XcodeIncorporated feedback from 32 students by rapidly redesigning and retesting features that performed poorly during usability testingRedesigned Maestro in Apple ecosystem, which resulted in 10% increase on the task completion rate of usability test

ACADEMIC RESEARCH

PRESENT SEP. 2018	<i>Uncertainty Information Visualization</i> Ann Arbor, MI HDI Lab @ University of Michigan
DEC. 2018 SEP. 2018	<i>Enhance architecture design learning with AR</i> Ann Arbor, MI Mastery Project @ University of Michigan
JUL. 2017 AUG. 2016	<i>GFBio NLP-Ontology Matching Visualization</i> Berlin, GERMANY HCC Lab @ Free University Berlin <i>2017 Outstanding undergraduate thesis award</i> <i>University Alliance for Sustainability scholarship</i>
JUN. 2016 SEP. 2015	<i>Emoji usage of worldwide smart-phone users</i> Beijing, CHINA HCI Lab @ Peking University

EDUCATION

APR. 2019 SEPT. 2017	UNIVERSITY OF MICHIGAN Ann Arbor, MI M.S., Human Computer Interaction <i>2nd place Amazon Voice Technology Design Competition</i>
JUNE 2017 SEPT. 2013	PEKING UNIVERSITY Beijing, CHINA B.S., Computer Science <i>3rd place 2016 Express to Silicon Valley Innovation Entrepreneurship competition</i> <i>1st place 2014 Universities students Art Show as Peking University Orchestra violinist</i>

SKILLS

RESEARCH	DESIGN	TOOLS
Usability Study (Lab-based &Remote) Contextual Inquiry Heuristic Evaluation User Interview Diary Study Experimental Design Survey Focus Group Competitive Analysis Card Sorting Statistical Analysis	User-Centered Design Participatory Design Personas & Scenarios Journey Map Wireframing Rapid Prototyping Data Visualization Accessibility Programming JavaScript (D3) HTML, CSS Python C++ Java Swift	MS PowerPoint MS Excel UserTesting.com WebEx Qualtrics SurveyMonkey Google Analytics Optimize Tableau RStudio Sketch InVision Adobe Illustrator Adobe Photoshop Framer Prezi