

QIAN WANG | Product Designer

Problem solving through engineer logic and creative thinking

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qianwang.design

EDUCATION

Carnegie Mellon University

School of Computer Science
Master of Human-Computer Interaction
Pittsburgh, PA | Aug. 2018 - Aug. 2019

Tsinghua University

Computer Science Department
B.E. in Computer Science
Beijing, China | Aug. 2014 - Jul. 2018

SKILLS

Design

Interaction Design, Rapid Prototyping,
Wireframing, Modeling, Storyboarding

Tools

Figma, Sketch, Principle, Adobe CC,
InVision, Balsamiq, Axure, Webflow

Interested Topics

AI Design, VUI Design, Game Design

UX Research

Contextual Interview, User Testing,
Affinity Mapping, Think-alouds,
Heuristic Evaluation, Data Analysis

Programming

Python, C++, Java, HTML, CSS/Sass,
JavaScript/React

Platforms

Web front-end & back-end,
Android, Unity, Arduino, Alexa, Qt

Topics

HCI, Computer Vision, Machine Learning

OTHERS

Language

Chinese, English

Hobbies

Theatre Art, Traveling, Movies

ACADEMIC PROJECTS

Liquidnet (client) | Trading Alert System Redesign

Feb. 2019 - Aug. 2019 (8 months)

- Conducted interviews and testings with 50+ stakeholders. Did analogous domain research.
- Re-designed Liquidnet's AI-empowered trading alert system to improve user engagement.
- Built click-through prototypes, generated design guidelines, and coded an interactive website to hand over our work to the client.

Beauty + | CV-based VUI for the Visually Impaired

Jan. 2019 - Apr. 2019 (4 months)

- Conducted contextual interviews with visually impaired people.
- Designed the dialog flow of a voice assistant that enables the visually impaired people to apply makeup independently.
- Communicated the design to the dev team, and helped form technical solutions.
- Awarded 2nd place at Alexa Day Competition at CMU.

Venmo | AI Adapted Mobile App Redesign

Mar. 2019 - Apr. 2019 (1 month)

- Conducted user research to identify repeated workflows in Venmo.
- Designed four AI-adapted features for Venmo to improve user experience.
- Advised by Prof. John Zimmerman, an AI + HCI design specialist.

WORK EXPERIENCE

CHIMPS Lab at CMU HCII | UX Designer

Feb. 2019 - Aug. 2019 (8 months)

- Conducted card sorting and user testings.
- Designed the privacy manager for a privacy-enhanced Android system applying Material Design, and built click-through prototypes in Figma & Principle.
- Advised by Prof. Jason Hong. Project sponsored by DARPA.

Yitu Tech | Design Intern

May 2018 - Jul. 2018 (3 months)

- Conducted guerilla research to identify problems with a voice-interactive installation.
- Re-designed the interaction and animation of the installation, added an infrared detection component to improve user experience.
- Re-implemented the front-end part and built the infrared component with Arduino.

Pony.ai | Software Engineer Intern

Oct. 2017 - Dec. 2017 (3 months)

- Designed and implemented an AI-empowered labeling method that boosts the efficiency of labeling point cloud data for autonomous driving. ([Chinese patent granted](#))

Ubicomp Lab at CMU HCII | HCI Student Researcher

Jul. 2017 - Sep. 2017 (2 months)

- Built a computer vision-based interaction technique that enables users to control the computer pointer by touching the keyboard surface.
- Moderated 30+ user testings. The design was proved more efficient than touchpads.
- Advised by Prof. Anind Dey, and composed an academic paper for this technique.

Media Lab at THU | HCI Student Researcher

Aug. 2016 - Aug. 2018 (2 years)

- Design and built a jitter evaluation system.
- Developed the computer vision component, the machine learning component, and an online experiment application that gathered data from 2000+ users.
- Published a paper at [CHI 2018](#) (ForceBoard: Subtle Text Entry Leveraging Pressure).