QIAN WANG | Product Designer

Problem solving through engineer logic and creative thinking

(412) 535-1974
wangqian.evelyn@gmail.com
qianwang.design

EDUCATION

Carnegie Mellon University

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

Tsinghua University

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

SKILLS

Design Skills

Interaction Design, Rapid Prototyping, Wireframing, Modeling, Storyboarding

Design Tools

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

Design Topics

AI Design, Data-driven Design

UX Research

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

Programming

- Python, C++, Java
- Web (CSS/Sass, JavaScript/React, Flask, Django)
- Android, Unity, Arduino, Alexa, Qt
- OpenCV, Basic Machine Learning

Language

English, Chinese

PUBLICATIONS

CHI Play 2019

Toward a Design Theory of Sleepy Games

CHI 2018

ForceBoard: Subtle Text Entry Leveraging Pressure

Patent (Chinese)

Point Cloud Labeling Technique

PROJECTS

Liquidnet • Trading Alert System Redesign *Feb. 2019 - Aug. 2019 (8 months)*

- Sponsored by Liquidnet to re-design their AI-empowered trading alert system to improve user engagement.
- Generated design guidelines, made click-through prototypes, and built an interactive website.
- Conducted interviews and testings with 50+ stakeholders. Did analogous domain research.

Beauty + • CV-based VUI for the Visually Impaired *Jan. 2019 - Apr. 2019 (4 months)*

- 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 generate technical solutions.
- Conducted contextual interviews with visually impaired people.
- Awarded 2nd place at Alexa Day Competition at CMU.

Venmo • AI Adapted Mobile App Redesign *Mar. 2019 - Apr. 2019 (1 month)*

- Designed four AI-adapted features for Venmo to improve user experience.
- Conducted user research to identify repeated workflows and other design opportunities.
- 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)*

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

Yitu Tech • Design Intern May 2018 - Jul. 2018 (3 months)

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

Pony.ai • Software Engineer Intern *Oct. 2017 - Dec. 2017 (3 months)*

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

Ubicomp Lab at CMU HCII • HCI Research Assistant *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 Research Assistant *Aug. 2016 - Aug. 2018 (2 years)*

- Designed and built a machine learning-based jitter evaluation system for mobile animations to improve user experience. Conducted an online user experiment with 2000+ users.
- Built a pressure-based text entry technique on iOS and a counterpart on Google Glass. Published a paper at CHI 2018.