Qian Wang

Product Designer

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EDUCATION

Master of Human–Computer Interaction
Carnegie Mellon University
2018 – 2019

B.E. in Computer Science
Tsinghua University (China)
2014 – 2018

SKILLS

Design
Interaction design
Motion design
Visual design
Wireframing
Prototyping
Figma, Sketch, Principle, Framer
Video-editing

User Research
User interview
Usability testing
Data analysis

Programming
Python, C++, Java
HTML/CSS, JavaScript, React
Android, Unity, Qt, Arduino, VUI
Basic CV and ML programming

EXPERIENCE

2019 – present

Lutron / UX Designer

UX lead for multiple App features, leading user research, interaction design, and post-launch data tracking. Collaborate with PMs, engineers, and visual designers.

2018 – 2019, designed for different clients during my Master's

Liquidnet / UX Designer   8 months

Re-designed Liquidnet's AI trading alert system to increase user engagement. Built a trading alert design guideline website based on user research with 50+ stakeholders and literature review.

DARPA / UX Designer   8 months

Designed a mobile data privacy management tool to help DARPA users better protect their mobile data privacy.

Phillips / Game Designer   8 months

Designed a game to help people get better sleeps. Co-authored paper "Toward a Design Theory of Sleepy Games", published on CHI PLAY 2019.

Amazon Alexa / VUI Designer   4 months

Designed an Alexa skill that helps the visually impaired to apply makeup independently. Awarded 2nd place in Alexa Day Competition at CMU.

2018 Summer

Yitu Tech / Design Intern

Improved user experience of an voice-interactive art installation through motion design, front-end and Arduino programming. Contributed to developing a data visualization design library.

2017 Autumn

Pony.ai / Software Engineer Intern

Improved the efficiency of labeling point cloud data for autonomous driving with interaction design and machine learning. (Chinese patent granted)