QIAN WANG | Product Designer

Problem solving through engineer logic and creative thinking

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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 Topics

AI Design, Data-driven Design

Design Tools

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

Design Skills

Interaction Design, Rapid Prototyping, Wireframing, Modeling, Storyboarding

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 (Workshop)

Toward a Design Theory of Sleepy Games

CHI 2018

ForceBoard: Subtle Text Entry Leveraging Pressure

Patent (Chinese)

Point Cloud Labeling Technique

PROJECTS

Liquidnet • Design Trading Alert   *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 Plus • AI-powered 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.
• 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.