QIAN WANG
Product Designer

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EDUCATION

Carnegie Mellon University
Master of Human-Computer Interaction
Pittsburgh, PA | Aug. 2018 - Aug. 2019

Tsinghua University
Bachelor of Engineer in Computer Science
Beijing, China | Aug. 2014 - Jul. 2018

SKILLS

Design

Featured Topics

AI Design, VUI Design, Game Design

Design Methods

Customer Journey Map, Personas, Abstract Laddering, Value Flow Model, Speed Dating, Storyboarding, etc.

Tools

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

User Research

Methods

Affinity Mapping, Contextual Interview, Think-alouds, Heuristic Evaluation, Data Analysis, Literature Review, etc.

Development

Programming Languages

Python, C++, Java, C#, HTML+CSS, JavaScript

Coding Platforms

Web front-end (plain & React), Web back-end, Android, Unity, Arduino, Alexa, Qt

Special Topics

Machine Learning, Computer Vision

Language

Chinese Mandarin, English

RECENT PROJECTS

Liquidnet | Smart Alert System for Trading   *Feb. 2019 - Aug. 2019*
Generated design guidelines for an AI-empowered Alert System in the finance industry, and built prototypes as proofs-of-concept. This project is sponsored by Liquidnet.

Beauty + | CV-based VUI for People with Visual Impairments   *Jan. 2019 - Apr. 2019*
Designed and implemented an Alexa Skill app to help the visually impaired people do makeup on their own. Won the 2nd place in Alexa Day Competition at CMU.

Venmo | AI Adapted Mobile App Redesign   *Jan. 2019 - Apr. 2019*
Designed an AI-adapted version of Venmo to improve user experience. This is a course project advised by Prof. John Zimmerman, an AI + HCI design specialist.

Sleepy Game | Transformational Game Design   *Mar. 2019 - Jun. 2019*
Designed a game to solve sleep issues, and submitted a paper to CHI Play 2019. Sponsored by Philips, and advised by Prof. Jessica Hammer, a game design specialist.

Interpretable Machine Learning | Responsive Game Design   *Feb. 2019 - Aug. 2019*
Designed and implemented two responsive games to collect data for evaluating the interpretability of an AI model. Advised by Prof. Adam Perer, an IML specialist.

Lane | Mobile Website Showcasing Construction Projects   *Mar. 2019 - Mar. 2019*
Designed a mobile website to innovatively showcase Lane's construction projects. Targeted at Lane's clients and the general public to promote the company's reputation.

WORK EXPERIENCE

CHIMPS Lab at CMU HCII | UX Designer   *Mar. 2019 - Jul. 2019*
Advised by Prof. Jason Hong, designed a privacy manager for a privacy-enhanced Android system. The project is sponsored by DARPA, Google, etc.

Yitu Tech | Design Intern   *May 2018 - Jul. 2018*
Designed and implemented a voice-interactive installation with a projection on the wall and an infrared sensor. It expresses the concept of "speech explosion".

Pony.ai | Software Engineer Intern   *Oct. 2017 - Dec. 2017*
Designed and implemented an AI-empowered method that greatly boosts the efficiency of labeling point cloud data for autonomous driving. (Chinese patent granted)

Ubicomp Lab at CMU HCII | HCI Research Intern   *Jul. 2017 - Sep. 2017*
Advised by Prof. Anind Dey, implemented and tested a computer vision-based system that enables users to control the computer pointer by touching the keyboard surface.

Media Lab at THU | HCI Research Intern   *Aug. 2016 - Aug. 2018*
Advised by Prof. Yuanchun Shi, worked on several HCI technical research projects and published a paper at CHI 2018 on a subtle text entry method leveraging pressure.