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

Qian Wang

Product Designer

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
Visual design
3D illustration / animation
Motion design
Figma, Sketch, Principle, Framer
Blender, Spine
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

Design at the intersection of physical and digital: designing smart-home mobile experiences for both toC and toB users.

- Lead designer for the Lutron App (residential part) on both iOS and Android, phone and tablets. Owns both research and design for a given problem.
- Main contributor to establish Lutron's App design system (residential part).
- One of the key champions at Lutron to measure design with data and conduct A/B testings.

2018–2019

CMU | UX Designer

Design for multiple clients during my master's program

- **Liquidnet** | Re-designed Liquidnet's AI trading alert system to increase user engagement. Created "Trading alert design guidelines" based on 50+ stakeholder / user interviews and literature review.
- **DARPA** | Designed an Android App to help millitary users and other sensitive-profession users to protect their mobile data privacy
- **Phillips** | Designed a game to help people get better sleeps. Co-authored paper "Toward a Design Theory of Sleepy Games" and published on CHI PLAY 2019.
- **Alexa Day** | Designed an Alexa skill that helps the visually impaired to apply makeup independently. Awarded 2nd place in the competition.

2018 Summer

Yitu | UX Intern

- Improved the experience of an voice-interactive art installation using motion design, web development and Arduino programming.
- Contributed to establishing Yitu's data-visualization design library.

2017 Autumn

Pony.ai | Software Engineer Intern

- Improved the efficiency of labeling autonomous driving point cloud data using machine learning and interaction design.