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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
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 in the smart-home lighting field, leading user research, interaction design, and data measurements.

2018–2019, design for clients during master's program

Liquidnet | UX Designer   7 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   6 months
Designed an App to help DARPA users protect their mobile data privacy

Phillips | Game Designer   6 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.

Alexa | VUI Designer   2 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 | UX 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)