Yankun Wang

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EXPERIENCE

Center for Academic Innovation
May 2019 - Dec 2019

UX Design Intern — Ann Arbor, MI

Atlas - Data visualization tool (Web application)

- Led the prototyping and testing of the Atlas course collections feature targeted to 20,000+ users and conducted usability tests
- Co-led research and design of the schedule builder feature
- Helped to build Atlas's design system, researched and designed new data visualization patterns and interaction pattern

Problem Roulette - Online quiz platform (Web application)

- Designed multiple interaction design projects of differing scopes: Dashboard Redesign, Research Manager Redesign, Challenge Mode Feature, Improve Problem Editing Experience, etc.
- Designed the About page and the Landing page for platform promotion

Mission Throttle (Multidisciplinary Design Program)
Jan 2019 - May 2019

UX Designer - Part Time — Ann Arbor, MI

- Collaborated on a multidisciplinary team to design a web-based dashboard application for non-profit organizations that enable efficient communication and data tracking
- Applied Agile design principles, created wireframes and built low-fidelity and high fidelity prototype of the application
- Closely coordinated with the fronted team to develop HTML/CSS partials

PROJECTS

Google Assistant
Jan 2019 - Apr 2019

Graduate UX Consultant — 4-month Project-based Course

- Conducted a usability research project to understand usage and attitude of Google Assistant among user age 16-26
- Conducted interviews, usability tests, heuristic evaluations, interaction map to validate the user flow and presented research findings & recommendations to the Google Assistant Team

Citizen Interaction Design Program - City of Ferndale
Jan 2019 - Apr 2019

Product Designer

- Designed and prototyped a web-based application which integrated the various reporting streams and outputs information that can improve DPW's efficiency and citizen reporting efficacy

Detroit Midtown Cultural Connections Design Competition
Sep 2018 - Dec 2018

Design Lead

- Lead a team of four to design solutions for the Detroit Institute of Art's public space problem, prototyping D-Lens, an interactive life-size monitor for way-finding fun
- Received Honorable mentioned of Product Design of the competition

EDUCATION

M.S in Information
Human-Computer Interaction
University of Michigan - Ann Arbor
School of Information

April, 2020 | GPA: 3.75

B.S in Architecture
University of Michigan - Ann Arbor
Taubman College of Architecture

April, 2018 | GPA: 3.56

UX METHODS

Interaction Design
Design Thinking
User Interview
Wire-framing
Rapid Prototyping
Contextual Inquiry
Heuristic Evaluation
Usability Testing
Storyboarding
A/B Testing
Motion Design
High Fidelity Prototype

TOOLS

Sketch
InVision
Figma
Principle
Adobe Photoshop
Adobe Illustrator
Adobe XD
Adobe After Effect
Rhino
Unity

PROGRAMING LANGUAGE

HTML
CSS
JavaScript