

YUJIA (BOBO) WANG

Seeking UX/UI Designer Full-time Position after May 2019

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WORK EXPERIENCE

UX Designer & Developer Intern Robustime

May 2018 - Aug. 2018

- Ideated and designed a SaaS app that reinforces the connection among fitness centers, coaches and users, maximizing business profitability and user satisfaction
- Designed and developed the Robustime official website and a merchant-end management platform to manage customer information, course information, etc.
- Created and presented a hi-fidelity prototype of the app to potential investors

UX Designer Intern Mobike

May 2018 - Aug. 2018

- Worked on Mobike internal tools, focusing on the app familiarizing new Mobikers with company culture, compliance policy, benefit, and other information
- Organized and conducted evaluating sessions to test errors and satisfaction
- Iterated design, achieving 90% satisfaction rate, and brought it to shippable

UX Developer Intern

Jul. 2016 - Jul. 2017

Institute of HCI and Media Integration, Tsinghua University

- Experimented on human behavioral patterns for touch-input on the back of hands
- Designed and built an interactive prototype for smartwatches to expand the text-entry interface on the back of hands
- Evaluated and improved the touch-point accuracy of the prototype by 90% and the satisfaction rate by 95%

UX Designer Intern

Sept. 2016 - Dec. 2016

Institute of Interactive Media Design, Tsinghua University

- Researched comprehensively on traditional Chinese villages through literature review and contextual inquiry
- Extracted and synthesized actionable insights to best serve the needs of various users
- Redesigned the interaction and information structure of the Chinese Traditional Village Museum

PROJECTS

UX Designer & Developer

Aug. 2018 - Dec. 2018

FoodEx (Mobile Application Design)

- Researched on the food delivery experience of overseas Chinese students
- Ideated and designed an eco-friendly app that encourages group purchase
- Developed a hi-fidelity prototype to conduct usability testing with the average SUS score of 95.475

UX Designer & Developer

Aug. 2018 - Dec. 2018

V.style (Information Visualization)

- Led the design of a website tool to identify clothing fashion trend among cities over time
- Ideated and designed the visual assets of glyph view and interactions
- Developed an interactive hi-fidelity prototype with D3.js

EDUCATION

Georgia Institute of Technology
M.S. in Human Computer Interaction
Aug. 2017 - expected in May 2019

Beijing University of Posts and Telecommunications
B.Eng in Automation
Sept. 2013 - Jul. 2017

SKILLS

Design

Sketch	Illustrator
InVision	Axure RP
Principle	After Effects
Photoshop	Premiere
InDesign	Framer
Storyboard	

Development

HTML/CSS	JavaScript
D3.js	Bootstrap
Arduino	Python
Android	JAVA
C++	Processing
MATLAB	

Research

Survey	Interview
Context Inquiry	Focus Group
Affinity Mapping	Persona
Journey Mapping	Empathy Mapping
Heuristic Evaluation	Usability Testing
Inferential Statistics	

Language

Chinese - Native	English - Proficient
Japanese - Elementary	